MANGA CATALOG

October 2004 - January 2005

VIZ

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October 2004 - January 2005

Manga | Table of Contents

Company History 5
Category definitions 6
Rating definitions 7

ACTION graphic novels 9
Wolf's Rain, Volume 1 10
Wolf's Rain, Volume 2 10
Bastard!!, Volume 6 11
Battle Angel Alita, Volume 6 (2nd edition) 11
Battle Angel Alita, Volume 7 (2nd edition) 12
Beyblade, Volume 2 12
Beyblade, Volume 3 13
Case Closed, Volume 2 13
Case Closed, Volume 3 14
Cheeky Angel, Volume 3 14
Cheeky Angel, Volume 4 15
Excel Saga, Volume 9 15
Excel Saga, Volume 10 16
Firefighter!: Daigo of Fire Company M, Volume 9 16
Flame of Recca, Volume 9 17
Flame of Recca, Volume 10 17
Inuyasha Ani-Manga, Volume 6 18
Inuyasha Ani-Manga, Volume 7 18
Inu-Yasha, Volume 20 19
MegaMan NT Warrior, Volume 4 19
MegaMan NT Warrior, Volume 5 20
Mermaid Saga, Volume 3 20
Mermaid Saga, Volume 4 21
Project Arms, Volume 7 21
Ranma 1/2, Volume 13 (2nd edition) 22
Ranma 1/2, Volume 14 (2nd edition) 22
Ranma 1/2, Volume 15 (2nd edition) 23
Ranma 1/2, Volume 16 (2nd edition) 23
Ranma 1/2, Volume 28 24
Ranma 1/2, Volume 29 24
No Need for Tenchi!, Volume 1 25
No Need for Tenchi!, Volume 2 25
The All-New Tenchi Muyo!, Volume 5 26
Tuxedo Gin, Volume 9 26
Tuxedo Gin, Volume 10 27
Video Girl Ai, Volume 5 (2nd edition) 27
Video Girl Ai, Volume 6 (2nd edition) 28
Video Girl Ai, Volume 10 28

EDITOR'S CHOICE graphic novels 29
Blue Spring 30
Tough, Volume 1 30
Flowers & Bees, Volume 5 31
Flowers & Bees, Volume 6 31
Maison Ikkoku, Volume 8 (2nd edition) 32
Maison Ikkoku, Volume 9 (2nd edition) 32

Phoenix, Volume 2 (2nd edition) 33
Phoenix, Volume 5 33
Saikano, Volume 3 34
Vagabond, Volume 16 34
Vagabond, Volume 17 35
Vagabond, Volume 18 35
Vagabond, Volume 19 36

SHÔJO graphic novels 37
From Far Away, Volume 1 38
From Far Away, Volume 2 38
Here is Greenwood, Volume 1 39
Here is Greenwood, Volume 2 39
W Juliet, Volume 1 40
W Juliet, Volume 2 40
Dolls, Volume 1 41
Dolls, Volume 2 41
Revolutionary Girl Utena: The Adolescence of Utena 42
Wild Com. 42
Alice 19th, Volume 7 43
Angel Sanctuary, Volume 5 43
Angel Sanctuary, Volume 6 44
B.B. Explosion, Volume 4 44
Banana Fish, Volume 5 (2nd edition) 45
Banana Fish, Volume 6 (2nd edition) 45
Basara, Volume 9 46
Basara, Volume 10 46
Boys Over Flowers ~ Hana Yori Dango, Volume 9 47
Boys Over Flowers ~ Hana Yori Dango, Volume 10 47
Ceres, Celestial Legend, Volume 9 48
Ceres, Celestial Legend, Volume 10 48
Descendants of Darkness, Volume 2 49
Descendants of Darkness, Volume 3 49
Fushigi Yûgi, Volume 5 (2nd edition) 50
Fushigi Yûgi, Volume 13 50
Hana-Kimi, Volume 2 51
Hana-Kimi, Volume 3 51
Hot Gimmick, Volume 7 52
Imadoki!, Volume 3 52
Imadoki!, Volume 4 53
Kare First Love, Volume 2 53
Please Save My Earth, Volume 7 54
Please Save My Earth, Volume 8 54
Red River, Volume 3 55
Red River, Volume 4 55
Sensual Phrase, Volume 5 56
Sensual Phrase, Volume 6 56
X/1999, Volume 16 57
X/1999, Volume 17 57

Manga | Table of Contents

SHONEN JUMP graphic novels 59

Beet the Vandel Buster, Volume 2 . . . 60
Beet the Vandel Buster, Volume 3 . . . 60
Bleach, Volume 4 . . . 61
Bleach, Volume 5 . . . 61
Dragon Ball Z, Volume 18 . . . 62
Hikaru no Go, Volume 3 . . . 62
Knights of the Zodiac (Saint Seiya), Volume 6 . . . 63
Knights of the Zodiac (Saint Seiya), Volume 7 . . . 63
Naruto, Volume 5 . . . 64
One Piece, Volume 5 . . . 64
Rurouni Kenshin, Volume 8 . . . 65
Rurouni Kenshin, Volume 9 . . . 65
Rurouni Kenshin, Volume 10 . . . 66
Rurouni Kenshin, Volume 11 . . . 66
Shaman King, Volume 5 . . . 67
The Prince of Tennis, Volume 4 . . . 67
The Prince of Tennis, Volume 5 . . . 68
Whistle!, Volume 2 . . . 68
Whistle!, Volume 3 . . . 69
Yu-Gi-Oh!, Volume 7 . . . 69
Yu-Gi-Oh!: Duelist, Volume 1 . . . 70
YuYu Hakusho, Volume 6 . . . 70

SHONEN JUMP ADVANCED graphic novels 71

Ultimate Muscle, Volume 3 . . . 72
Ultimate Muscle, Volume 4 . . . 72

STUDIO GHIBLI LIBRARY film comics 73

My Neighbor Totoro, Volume 1 . . . 74
My Neighbor Totoro, Volume 2 . . . 74
My Neighbor Totoro, Volume 3 . . . 75
My Neighbor Totoro, Volume 4 . . . 75

Backlist . . . 77
Industry Dictionary . . . 89
FAQs . . . 90
US/CDN Price Conversion Chart . . . 93
Title Index . . . 95
Contact Info . . . 99
Order Form . . . 101

Company History

Based in San Francisco, California, VIZ, LLC was founded in 1986 after co-founders Seiji Horibuchi and Satoru Fujii approached Shogakukan about creating an American outlet that would translate and publish comics from their native Japan for English-speaking audiences.

At the time, the American comics market was experiencing the so-called "black-and-white-boom" of the independent comics market and based on this success, Shogakukan agreed that it was time to establish a presence in the U.S. As a result, VIZ became Shogakukan's first independent business outlet outside of Japan. Following its incorporation, VIZ partnered with Eclipse Comics and co-published several successful titles — Sanpei Shirato's ninja saga THE LEGEND OF KAMUI, Kaoru Shintani's aerial combat story AREA 88 and Ryoichi Ikegami's MAI THE PSYCHIC GIRL — proving that there was a marketplace for Japanese manga among American audiences.

Once its contract with Eclipse ended in November 1988, VIZ decided to publish titles independently in order to better preserve the style and content unique to Japanese manga and anime. With VIZ's first solo comic, GREY, which featured an introduction by science-fiction writer Harlan Ellison, who had a history of recommending manga titles in American publications, VIZ garnered success and became the fifth largest comics publisher in the U.S.

Identifying several storyline formats, VIZ concentrated on releasing titles in four major categories including titles targeted towards mainstream audiences, those targeted towards girls (shôjo) and those targeted towards adults. Following the marketing strategy used in Japan, VIZ began publishing its titles as small, sleek editions similar to the graphic novels it publishes today. This style enabled VIZ to publish comics as books and resulted in widespread demand in both the U.S. and Japan.

Soon, VIZ utilized its experience in manga to launch magazine and video product lines. In November 1992, ***Animerica*** premiered and has since become the longest-running magazine on Japanese animation and manga in America. VIZ's magazines have since expanded to include ***SHONEN JUMP***, which features the world's most popular manga titles like DRAGON BALL Z, ONE PIECE, and YUYU HASKUSHO; and ***Animerica Extra***, targeted towards shôjo readers. VIZ Video's first release came in 1993 with Rumiko Takahashi's RANMA 1/2, which continues to be one of the best-selling anime titles. VIZ Video has grown to include over 15 titles, including INUYASHA, HAMTARO, POKéMON, CERES, BOYS OVER FLOWERS, MAISON IKKOKU, PROJECT ARMS and ZOIDS.

Today, VIZ, LLC continues to lead the industry in manga and anime, publishing over 20 titles every month including CERES, DRAGON BALL Z, HOT GIMMICK, INUYASHA, ROROUNI KENSHIN, VAGABOND, and YU-Gi-OH!. VIZ has also expanded its offerings online through web sites such as www.animerica-mag.com, www.shonenjump.com and its corporate site, www.viz.com.

Category Definitions

OUR CATEGORIES

With the wide variety of manga and anime titles available, we created the following categories to help both buyers and readers quickly identify content relevant to their interests. And with the largest Japanese publishers — Shogakukan and Shueisha — as our partners, our title list is getting bigger and better each month, making it important to us to keep you informed.

ac•tion (ak´shen) n. 1. To initiate or proceed. 2. A responsibility, mission, or duty. 3. To move or advance towards change, as in an attempt to better a situation or environment. 4. A call to battle between good and evil.

shô•jo (sho´jo) n. 1. Manga appealing to both a female and male demographic. 2. Exciting stories with true-to-life characters and the thrill of exotic locales. 3. Connecting the heart and mind through real human relationships.

ed•i•tor's choice (ed´i-tôrs chois) n. 1. That which defines cutting-edge. 2. Manga known for its daring, creativity, and artistry. 3. Manga that sets the standard for excellence and reveals its promise.

shô•nen jump (shô´nen jump) n. 1. Manga appealing to mostly male readers. 2. Exciting stories from characters featured in *SHONEN JUMP Magazine*. 3. The world's most popular manga.

shô•nen jump ad•vanced (sho¯nen jump a¯d-va¯nst´) n. 1. Manga appealing to those with a highly developed imagination. 2. Manga with progressive storylines and characters. 3. The world's most popular manga with an edge.

Breathtaking artwork, visionary storylines, and magical adventures from Japan's most innovative animation house define the Studio Ghibli Library. Filled with critically acclaimed full-color comics, coffee-table art books, and picture books, Studio Ghibli Library will open imaginations young and old.

OUR RATINGS

To facilitate buying decisions for retailers and to ease parental concerns, VIZ has created a comprehensive rating system for both its manga and anime titles. Illustrated through rating symbols located on the back of each of our titles, ratings are assigned based on content to help determine age-appropriateness. We understand that it's critical to help parents and consumers choose appropriate titles. With our rating system, we put the control in their hands and happy customers in yours.

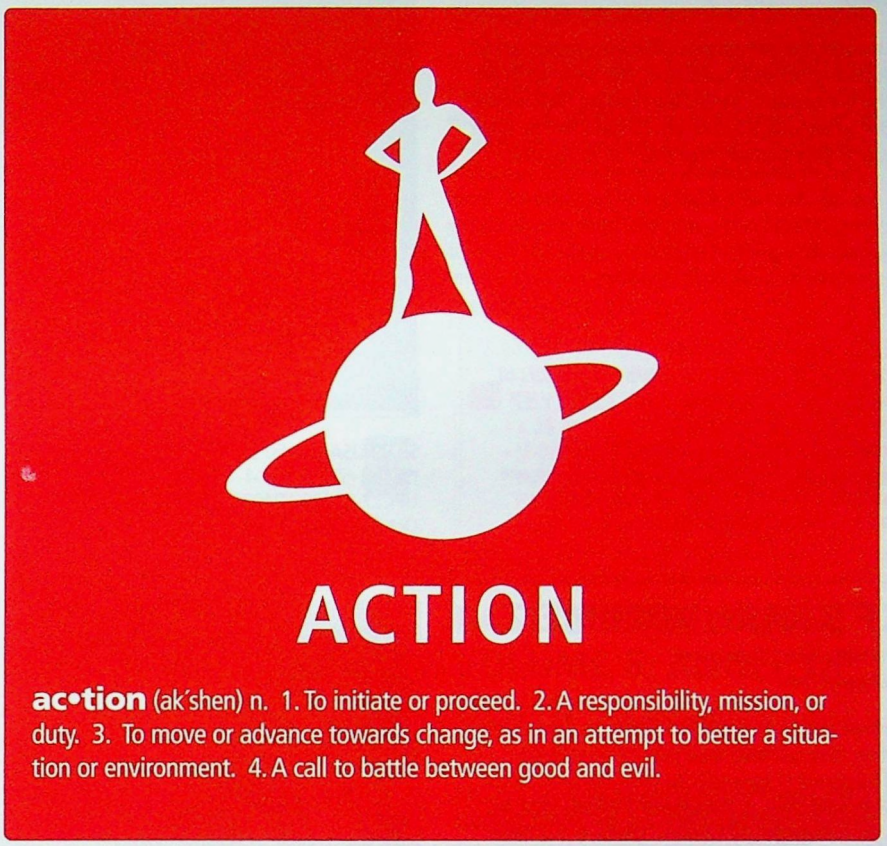
ALL AGES. Recommended for any age group. No swearing or nudity. Fantasy violence only.

TEEN. Recommended for early to mid-teens. May contain violence, language, suggestive situations, and alcohol or tobacco use.

TEEN PLUS. Recommended for older teens and adults. Possible sexually-oriented nudity, but no explicit sex. No bans on language. Possible gory violence.

MATURE. Recommended for adults. Mature themes and depictions.

Notes

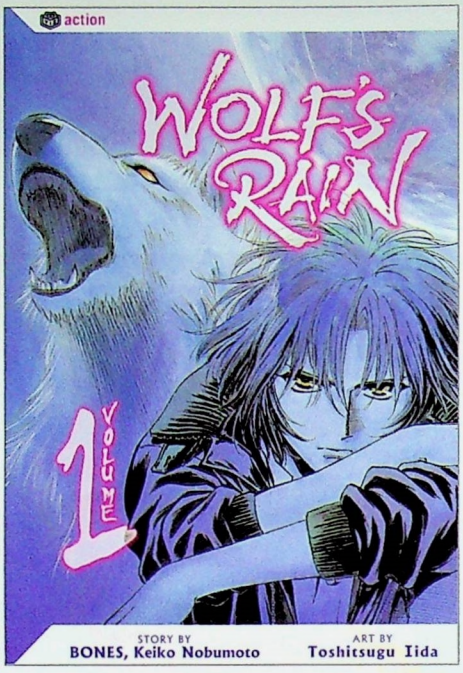

ACTION
ac•tion (ak´shen) n. 1. To initiate or proceed. 2. A responsibility, mission, or duty. 3. To move or advance towards change, as in an attempt to better a situation or environment. 4. A call to battle between good and evil.

WOLF'S RAIN, VOLUME 1

Story by BONES, Keiko Nobumoto
Art by Toshitsugu Iida

Four wolves on the run from mankind answer the highest, most dire calling — they seek the legendary Paradise. From the creators of *Cowboy Bebop* and *Escaflowne* comes this new manga take on the hit suspense anime WOLF'S RAIN!

Humans thought the wolves died off two centuries ago in this bleak post-apocalyptic wasteland. But some survivors lurk among the humans by mentally cloaking their animal bodies. One white wolf, Kiba, scours the land for the scent of the Lunar Flower that will lead them all to Paradise…



KEY SELLING POINTS

- A 2-volume manga series — from the creators of *Cowboy Bebop* and *Escaflowne*!
- Originally serialized in *Monthly Magazine Z* (home of GUNDAM SEED and METROID).
- Hit anime on Cartoon Network's Adult Swim and available on DVD from Bandai Entertainment.
- CD available from Bandai Entertainment.

$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-591-1
UPC: 7-82009-19493
October 2004

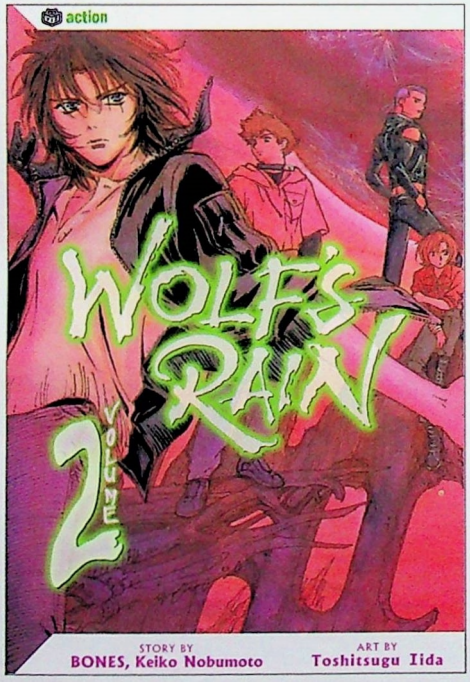
NEW SERIES!

WOLF'S RAIN ©2003 TOSHITSUGU IIDA and BONES • KEIKO NOBUMOTO/BV. Note: cover art subject to change.

WOLF'S RAIN, VOLUME 2

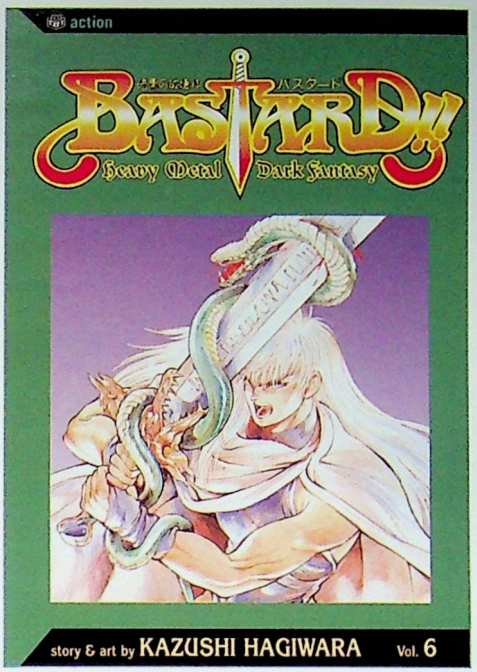
Story by BONES, Keiko Nobumoto
Art by Toshitsugu Iida

Kiba's pack of wolves have tracked down the Lunar Flower, and together, they continue their pilgrimage with the armies of humanity at their tails. But will the scent of the Lunar Flower lead them to Paradise or a deadly false legend? The drama reaches its dramatic climax in this final volume!



$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-718-3
UPC: 7-82009-19503
December 2004

WOLF'S RAIN ©2004 TOSHITSUGU IIDA and BONES • KEIKO NOBUMOTO/BV. Note: cover art subject to change.



BASTARD!! © 1988 by KAZUSHI HAGIWARA / SHUEISHA Inc. Note: cover art subject to change.

BASTARD!!, VOLUME 6

Story & Art by Kazushi Hagiwara

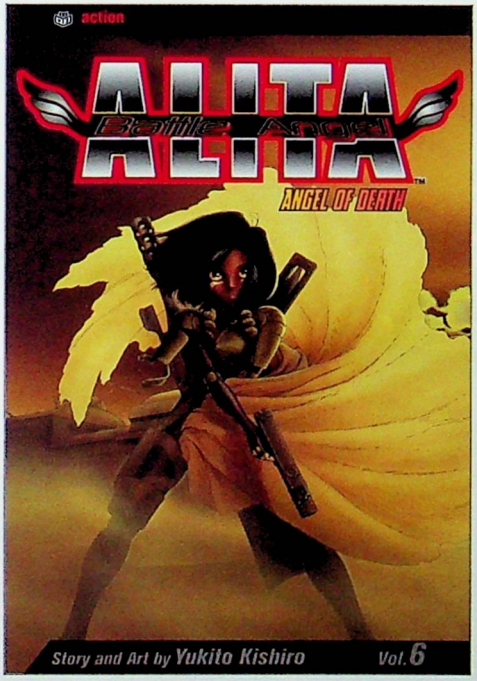
The kingdom of Metallicana is under attack, besieged by the dark forces of four evil armies sweeping the world. Legend says a virgin's kiss may awaken "Dark Schneider," an ancient evil wizard sealed within the body of Lucien, a seemingly normal 14-year-old boy. But a world of demons, dragons, and the four evil generals awaits him… and blood-stained Metallicana may never know peace again.

It's like a reunion tour — Arshes Nei and Ninja Master Gara, Dark Schneider's old allies, have come back to the mighty wizard's side. Now even the mightiest foes, such as a hungry protoplasm formed from the tissue of the Dark God Anthrasax, seem like easy kills for the trio of heroes (if the word "heroes" can be applied in this case). But you can't kill what's already dead, and now a black cloud is sweeping towards Metallicana, rotting everything in its path. A new enemy has been awakened from the deepest dungeons of Dark Schneider's past…

KEY SELLING POINTS

- A 23+ volume manga series.
- Multiple product brand in Japan — adapted into a Japanese PlayStation game and a Kotobukiya action figure line.
- Inspired a six-episode OAV series.

$9.99 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-134-7
UPC: 7-82009-19733
December 2004



GUNNM © 1991 by YUKITO KISHIRO / SHUEISHA Inc. Note: cover art subject to change.

BATTLE ANGEL ALITA, VOLUME 6: ANGEL OF DEATH (2nd edition)

Story & Art by Yukito Kishiro

Alita is a powerful cyborg with a soft heart and a mysterious past. When Doc Ido, a talented cyber-physician, finds Alita's head in a junk heap, she has lost all memory of her past life. But once reconstructed, her body instinctively remembers the *Panzer Kunst*, the most powerful cyborg fighting technique ever known! In the post-apocalyptic world of the Scrapyard, as the secrets of Alita's past unfold, each day is a struggle for survival!

In Angel of Death, Alita's death sentence is commuted in exchange for her service as a member of the "Tuned," an elite force of the utopian city of Tiphares. Her first assignment is to protect a nuclear-powered train from the infamous bandit known as Barjack.

KEY SELLING POINTS

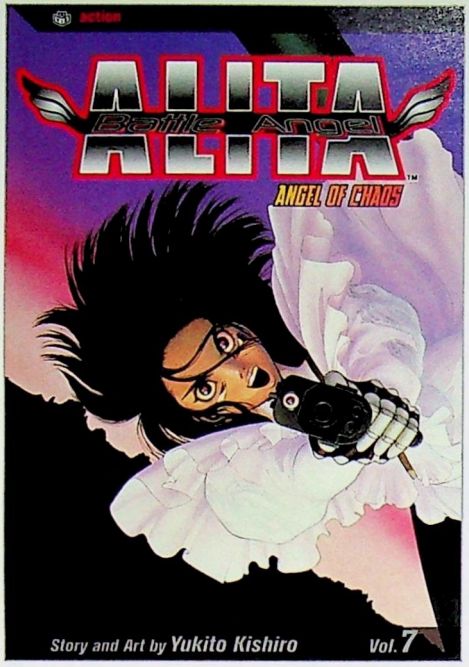
- A 9-volume series translated into English, French, German, Spanish, Italian, Chinese, Korean, and Thai.
- Reformatted into a smaller, affordable format complete with new extras — character bios, diagrams, and comic strips.
- Now appearing in the same episodic order as the Japanese version.

$9.95 USA/$14.50 CDN, 224 pages
ISBN: 1-59116-277-7
UPC: 7-82009-15463
October 2004

BATTLE ANGEL ALITA, VOLUME 7: ANGEL OF CHAOS (2nd edition)

Story & Art by Yukito Kishiro

This riot rendezvous involving boy-at-birth Megumi Alita meets Kaos, the son of mad scientist Desty Nova, who uses his psychometric powers to repair Alita's cyborg body after she falls into a sinkhole. A refurbished Alita finally goes head to head against the forces of Barjack and is ready to kill their leader, Den, when she's unexpectedly betrayed. When the pair meets up again, Alita discovers the secret relationship between Den and Kaos…



$9.95 USA/$14.50 CDN, 232 pages
ISBN: 1-59116-278-5
UPC: 7-82009-15473
December 2004

GUNNM © 1991 by YUKITO KISHIRO / SHUEISHA Inc. Note: cover art subject to change.

BEYBLADE, VOLUME 2

Story & Art by Takao Aoki

Takao is a boy with a passion for Beyblades, but his friend, Max, discovers a major flaw in his style. Takao then develops super shooting style called the Vanishing attack in preparation for the big Beyblade tournament. Rei Con, a new Blader and Mr. B are introduced. Will Takao's Dragoon triumph over Kai's Dreyser?

$7.99 USA/$11.99 CDN, 200 pages
ISBN: 1-59116-697-7
UPC: 7-82009-20313
November 2004

BEYBLADE ©2000 Takao Aoki/Shogakukan, Inc. © 2000 HUDSONSOFT/TAKARA. Note: cover art subject to change.

KEY SELLING POINTS

- An ongoing manga series in Japan — 12+ volumes to date and going strong!
- Anime currently airing on ABC Family, Toon Disney, and YTV; also available on home video. Movie highly anticipated.
- Toys available from HASBRO; videogames from Sony PlayStation, and Nintendo's Game Cube and Game Boy Advance.
- Clothing, footwear, and bedding also available.

BEYBLADE ©2000 Takao Aoki/Shogakukan, Inc. © 2000 HUDSONSOFT/TAKARA. Note: cover art subject to change.

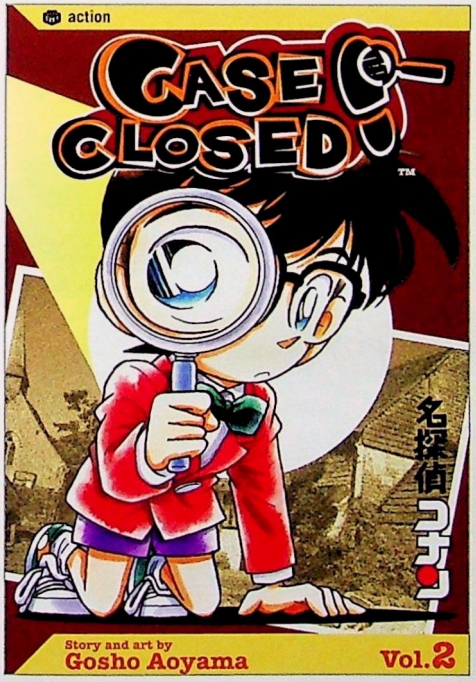
BEYBLADE, VOLUME 3

Story & Art by Takao Aoki

Tyson has made it to the Beyblade Finals! He must use his Dragoon S Beyblade to defeat the mighty Ray and his Dreyger Beyblade. Ray's Beyblade turns out to have an incredible secret! But it's not just his Beyblade that has a secret. We get to find out about Ray's past and what makes him such a fierce Beyblader!

$7.99 USA/$11.99 CDN, 192 pages
ISBN: 1-59116-705-1
UPC: 7-82009-20463
January 2004

CASE CLOSED ©1994 Gosho Aoyama/Shogakukan, Inc. Note: cover art subject to change.



CASE CLOSED, VOLUME 2

Story & Art by Gosho Aoyama

With an innate observation and intuition, Jimmy can solve mysteries that leave the most seasoned law enforcement officials baffled. But when a strange chemical transforms him from a high school teenager to a grade schooler who no one takes seriously, will this be one mystery this sleuth can't solve?

Conan must contend with the murder of a man who burns to death while the prime suspect has the perfect alibi, he helps a seemingly sweet and innocent girl look for her missing father, and he still has time to explore a haunted house with some of his new friends from elementary school!

$9.95 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-587-3
UPC: 7-82009-19473
October 2004

KEY SELLING POINTS

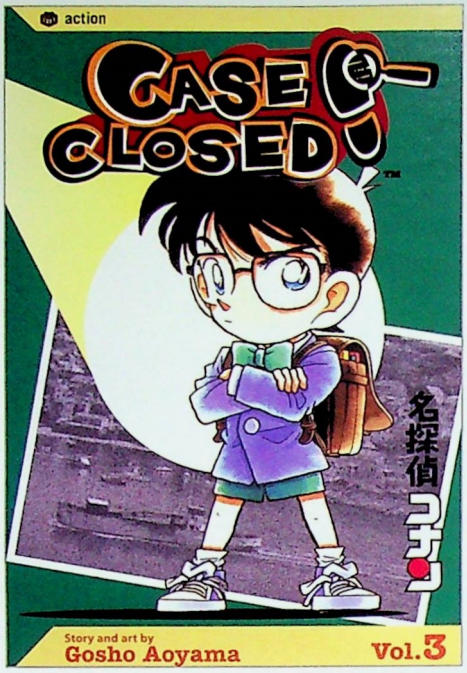
- An ongoing series in Japan — 43+ volumes to date with over 84MM copies sold!
- Winner of the Shogakukan Award for Best Manga in 2001.
- Currently airing on Cartoon Network and available on DVD from FUNimation.

CASE CLOSED

CASE CLOSED, VOLUME 3

Story & Art by Gosho Aoyama

Jimmy, Rachel and Richard take a vacation aboard a cruise ship — little do they know that the patriarch of the wealthy Hatamoto family is about to be murdered! With the perpetrator still aboard ship can you figure out who-dunit before Conan does?!



$9.95 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-589-X
UPC: 7-82009-1483
December 2004

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CHEEKY ANGEL

CHEEKY ANGEL, VOLUME 3

Story & Art by Hiroyuki Nishimori

Megumi has always wanted to be "the manliest man on earth." When his wish is presented to a magic genie who's slightly hard of hearing, Megumi soon finds himself "the womanliest woman on earth!" Six years later... Megumi is the hottest gal in school, but deep within her lies the same tough talkin', punk stompin' boy!!

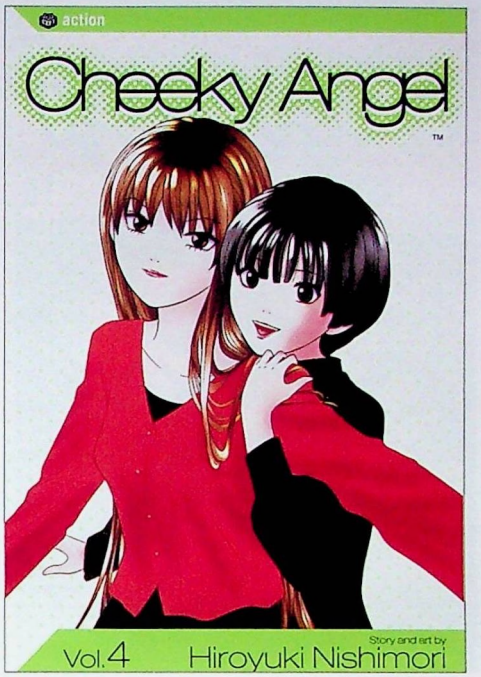
Kicking butt and taking names has garnered Megumi a steady stream of fans, admirers, self-appointed bodyguards, and wannabe suitors, but Ichimonji Kobayashi is a different dude all together. Reserved yet capable of throwing-down with the best of them, Ichimonji is both intrigued and perplexed by Megumi's prowess. Always ready to help a reckless boy from getting beaten down, Megumi takes it upon herself to track down a group of thieving punks who pilfer one of Ichimonji's prized possessions. With looks to die for (and a left hand made of steel), Megumi gears up for another round of chump-stomping fisticuffs.

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-503-2
UPC: 7-82009-18903
October 2004

CHEEKY ANGEL ©1999 Hiroyuki Nishimori/Shogakukan, Inc. Note: cover art subject to change.

KEY SELLING POINTS

- A 20-volume manga series — over 7 million copies sold in Japan!
- Also a TV anime series in Japan.



CHEEKY ANGEL ©1999 Hiroyuki Nishimori/Shogakukan, Inc. Note: cover art subject to change.

CHEEKY ANGEL, VOLUME 4

Story & Art by Hiroyuki Nishimori

As the curse from the magic book worsens, boy-at-birth Megumi Amatsuka finds herself in a whirlpool of odd incidents and chance encounters with the most dreadful company — the yakuza! On a trip to Osaka with her father and best friend Miki, Megumi overhears a conversation about murdering a man to collect an outstanding debt and decides to take matters into her own hands. She hops into a taxi and gets sucked into a web of lies, deceit, and a suitcase filled with money stashed inside a hotel room closet! As if that weren't enough, her lovesick boy classmates decide to beat up the magic clown to end the curse that transformed her into a girl. Will Megumi escape the clutches of the yakuza and return to her (chaotic) high school life? And what secret will they find out about Ichimonji's mysterious personal life?

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-620-9
UPC: 7-82009-19703
December 2004

EXCEL SAGA ©1997 Rikdo Koshi/SHONENGAHOSHA. Note: cover art subject to change.

EXCEL SAGA, VOLUME 9

Story & Art by Rikdo Koshi

Today the city — tomorrow, the world! That's the plan of ACROSS, but they've got a leaky basement, two unpaid teenage interns, and a stray dog to deal with first! Contains scenes the anime could never get away with! Plus, bonus footnotes, FX glossary, and more!!

Fukuoka 911! Back in The Real World — no, not the MTV version, but the one with the poverty, squalor, and filth — life brings surprising new fortune to Hyatt, Excel, and Elgala, as they are mysteriously led to new digs equipped with dig CABLE!!! But the girls' short-lived attempt to jump right back out of unblissful reality through the remote is quashed by remembering the mission — "The conquer-the-city-of-Fukuoka mission." For once, Excel Saga is going to have a story like a real manga — that is, one like a not very original anime — as both sides end the shadow war, and finally fight it out in the streets with lots of guns, lots of shooting, lots of robots! Will the cynical masses respond to this awesome demonstration of power, or will they just assume it's just guerilla marketing for the next Power Rangers sequel?

KEY SELLING POINTS

- An ongoing manga series — Volume 11 just released in Japan and will soon be translated into English by VIZ.
- A top-10 graphic novel best-seller on the U.S. Bookscan charts.
- Adapted into a 26-episode anime series, which originally aired on TV Tokyo. VIZ's manga version contains stories not seen in the anime.
- Anime currently broadcast on the Anime Network in most major markets, including New York, Washington, Philadelphia, Pittsburgh, Boston, Detroit, Cincinnati and Memphis.

$9.95 USA/$14.50 CDN, 208 pages
ISBN: 1-59116-234-3
UPC: 7-82009-14793
October 2004

EXCEL SAGA, VOLUME 10

Story & Art by Rikdo Koshi

Finding a ready (and willing!) audience at a small-town retail outlet, Excel preaches the word of ACROSS. She's a smash success (as a performance artist), until Iwata and gang arrive in robotic attire. Poor Excel… does she have what it takes to right the wrongs of society — or will the elegantly military El Gala take her glory away? In a crisis of faith, Excel strikes out on her own, leaving a note behind for her beloved Il Palazzo. Meanwhile — who knew? — Sumoyoshi's tasty little sister comes to town on a visit. Then, if there wasn't already enough isolation and despair in the world, the whole group is transported back to High School Daze. Yes, head-master Kabapu, we like beach volleyball, especially when the gorgeous girls of ACROSS are involved… saving the world, one bikini at a time.

$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-644-6
UPC: 7-82009-19813
December 2004

EXCEL SAGA ©1997 Rikdo Koshi/SHONENGAHOSHA. Note: cover art subject to change.

FIREFIGHTER!: DAIGO OF FIRE COMPANY M, VOLUME 9

Story & Art by Masahito Soda

Meet Daigo Asahina, an overzealous rookie who chases fires in an attempt to emulate his childhood heroes. With his reckless fearlessness, will his lifelong dream become his end?

Daigo and fellow Medaka-Ga-Hama team member Taira barge into the burning community hall alongside Rinko Rescue Team. Daigo succeeds in preventing the Rescue Team and the victims from being trapped underneath the fallen electrical cables, only to find them stuck in a smoky room with no perceivable exits.

Daigo figures in yet another controversy after he — in his usual cavalier fashion — commandeers a pumper truck and rams it against the side of the building to tear down a wall. Will he come up with the right answers when he is interrogated about the incident during the interview portion of the Rescue Certification Exam?

KEY SELLING POINTS

- A 20-volume manga series — over 8.2 million copies sold in Japan!
- Won the 42nd Shogakukan Award for Best Manga in 1997.
- Won the 1998 Agency for Cultural Affairs Media Arts Festival's Award for excellence in its manga division.
- Series poster used for promotional purposes by the Tokyo Fire Department.

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-634-9
UPC: 7-82009-16133
November 2004

FIREFIGHTER! ©1996 Masahito Soda/Shogakukan, Inc. Note: cover art subject to change.

FLAME OF RECCA ©1995 Nobuyuki Anzai/Shogakukan, Inc. Note: cover art subject to change.

FLAME OF RECCA, VOLUME 9

Story & Art by Nobuyuki Anzai

Armed with the power to control flame, Recca Hanabishi is an average teenager with the not-so-average goal of becoming a ninja. After pledging himself to the lovely Yanagi Sakoshita, he discovers he's had super ninja powers all along!

Things are getting more and more complicated for Recca and his coterie. Advancing to the semifinal round of the bloody Urabutosatsujin tournament, Team Hokage now faces a group of super assassins harboring their own secret agenda.

Stepping into the arena, Recca confronts an opponent wielding the exact same powers of flame that he himself possesses. The stage is set for the ultimate showdown. One way or another, Recca has to figure out a way to defeat the flame of Recca!!

KEY SELLING POINTS

- A 33-volume manga series — over 23.7 million copies sold in Japan!
- Originally serialized in Japan's *Shonen Sunday* magazine from 1995 to 2001.
- Inspired a 42-episode TV show in Japan — available on DVD from VIZ, beginning October 2004.

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-481-8
UPC: 7-82009-15703
November 2004

FLAME OF RECCA ©1995 Nobuyuki Anzai/Shogakukan, Inc. Note: cover art subject to change.

FLAME OF RECCA, VOLUME 10

Story & Art by Nobuyuki Anzai

As a 400-year-old teenage ninja, Recca Hanabishi has recently vowed to protect the life of a pretty classmate named Yanagi Sakoshita. With the power of flame at his command, the hot-shot shinobi is not shy about roasting a punk (or two) over a roaring fire.

But now, a battle-weary Recca finds himself grappling with someone known as "The Invincible One." As he looks down the barrel of the Evil God Cannon, our hero begins to wonder: How do you defeat an indestructible enemy with an arsenal of human souls at his command?!!

$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-636-5
UPC: 7-82009-15713
January 2005

INUYASHA ANI-MANGA, VOLUME 6

Created by Rumiko Takahashi

A full-color comic of the Cartoon Network hit TV show!

Inuyasha, Kagome, and Shippo cross paths with a devious, thieving young monk who has designs on Kagome's sacred jewel shards… and clues about what may have happened between Inuyasha and Kikyo 50 years ago! Later, a shard of the Shikon Jewel must be to blame in a town where paintings of demons are mysteriously coming to life to terrorize the villagers. And when Inuyasha's half-brother Sesshomaru returns with a powerful new partner, their unholy alliance may be more than Inuyasha and his friends can handle!

KEY SELLING POINTS

- Currently airing on Cartoon Network's Adult Swim in the U.S., averaging over 1.4 MM viewers per broadcast.
- The #1 rated anime series on cable among viewers 18-34.
- Also a PSOne videogame in the U.S., which has sold over 100K units to date.

$11.95 USA/$17.50 CDN, 216 pages
5 x 7 1/8 trim size
ISBN: 1-59116-594-6
UPC: 7-82009-19523
November 2004

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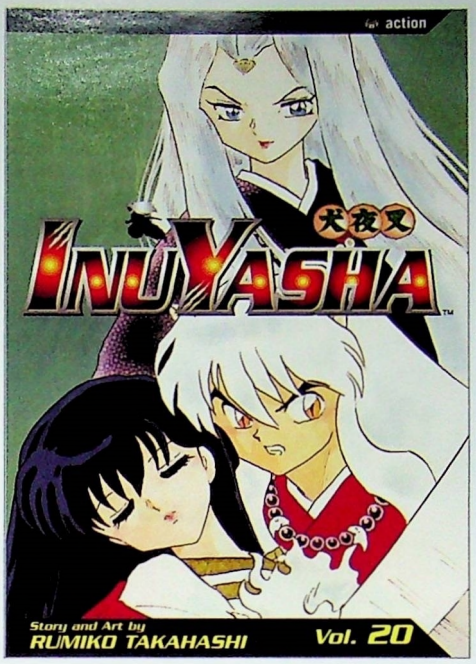
INUYASHA ANI-MANGA, VOLUME 7

Story & Art by Rumiko Takahashi

Inuyasha's despicable half-brother Sesshomaru has taken possession of their father's powerful sword, the Tetsusaiga, and Inuyasha, Kagome, Shippo, and their new companion Miroku must fight desperately against Sesshomaru's attacks. But do they stand a chance against a sword that can slay a hundred demons with a single stroke? Fearing for Kagome's safety, Inuyasha tries to send her back to her own time for good! And can Inuyasha and Kaede figure out mysterious, shape-shifting Naraku's reasons for deceiving Kikyo and Inuyasha 50 years earlier?

$11.95 USA/$17.50 CDN, 216 pages
5 x 7 1/8 trim size
ISBN: 1-59116-612-8
UPC: 7-82009-16003
January 2005

INUYASHA ANI-MANGA ©2001 Rumiko Takahashi/Shogakukan, Inc. © Rumiko Takahashi/Shogakukan, Yomiuri TV, Sunrise 2000. Ani-Manga is a trademark of VIZ, LLC. Note: cover art subject to change.



INUYASHA ©1997 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change.

INU-YASHA, VOLUME 20

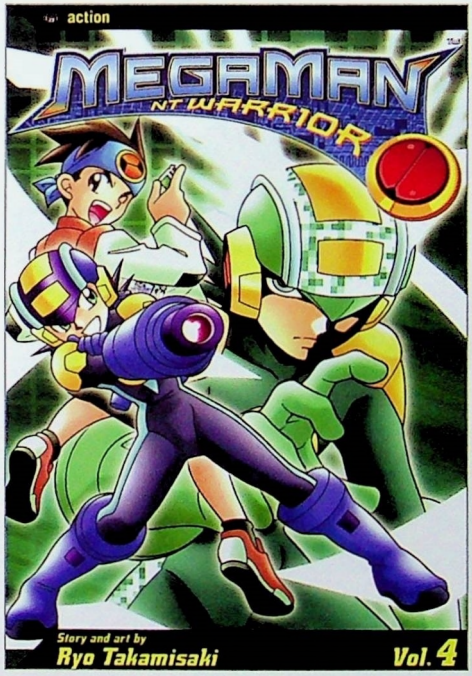
Story & Art by Rumiko Takahashi

As Inu-Yasha battles one enemy after another — and gains complete mastery of the heirloom blade Tetsusaiga in the process — Kagome wages a battle of her own against the wicked priestess Tsubaki, Kagura's (and thus Naraku's) latest pawn. With no visible external wounds, Kagome is slowly being poisoned by a corrupted, blackened shard of the Shikon Jewel, one that would theoretically put her under Kagura's control. But Kagome's will, like that of Kikyo, is stronger than predicted. Will it stand firm against the lure of turning against Inu-Yasha?

KEY SELLING POINTS

- A 32-volume manga series — over 31.3 million copies sold in Japan; over 418K sold in the U.S. to date.
- An ongoing anime series in Japan, currently airing on Cartoon Network's Adult Swim in the U.S., averaging over 1.4 MM viewers per broadcast. Now available on DVD from VIZ.
- The #1 rated anime series on cable among viewers 18-34.
- Also a PSOne videogame in the U.S., which has sold over 100K units to date.

$8.95 USA/$12.95 CDN, 192 pages
ISBN: 1-59116-626-8
UPC: 7-82009-19403
December 2004



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MEGAMAN NT WARRIOR, VOLUME 4

Story & Art by Ryo Takamisaki

Welcome to the year 200X. With a Personal Terminal (PET) and a NetNavi (NetNavigator) at their disposal, citizens of DenTech City are plugged into the Internet in a big way. But living life in Cyberspace can be tricky. Computer hacking, virulent viruses and high-tech crimes run rampant in the future. To the rescue comes a hyperactive little kid named Lan Hikari. Teaming up with MegaMan, his specially programmed NetNavi, he's DenTech City's top boy hero.

With each new NetBattle, Lan and MegaMan get stronger and stronger. But when the pair achieves PerfectSynchro, the pint-sized NetNavi flips out. Now the NetPolice must do the unthinkable: They must destroy MegaMan before he destroys the world!

KEY SELLING POINTS

- An ongoing manga series — over 1.5 million copies sold per month in Japan!
- The manga version of the hit TV series on Kids' WB; debuted on Japan's TV Tokyo in March 2002.
- Based on the best-selling MegaMan Battle Network video game from Capcom.
- Inspiration for trading card games, toys and a full line of kids' apparel.

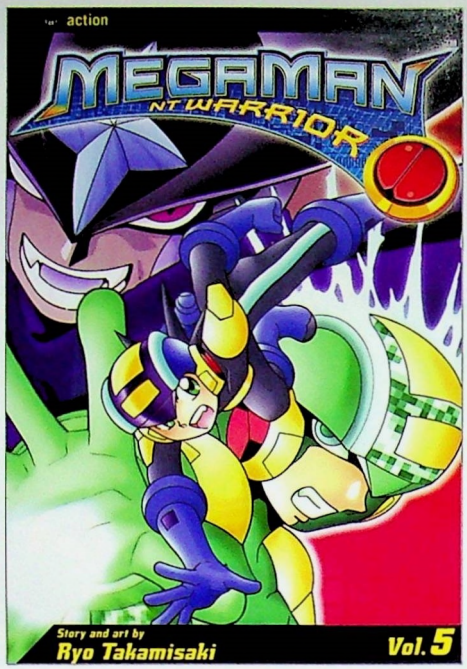
$7.95 USA/$11.95 CDN, 176 pages
ISBN: 1-59116-501-6
UPC: 7-82009-18863
October 2004

MEGAMAN NT WARRIOR, VOLUME 5

Story & Art by Ryo Takamisaki

When trouble comes to DenTech City, the authorities turn to a spazzed-out fifth-grader for help. That's because they know Lan Hikari is hooked up to MegaMan, the most powerful NetNavi in the Cyber Network. Synchronized together, Lan and MegaMan have become DenTech City's mightiest heroes.

But that was before the arrival of Bass, an unrepentant delinquent with the uncanny ability to mimic the power of any opponent. That's bad news for DenTech City. How will MegaMan be able to defend his hometown against a foe as powerful as himself?



$7.95 USA/$11.95 CDN, 184 pages
ISBN: 1-59116-561-X
UPC: 7-82009-19363
December 2004

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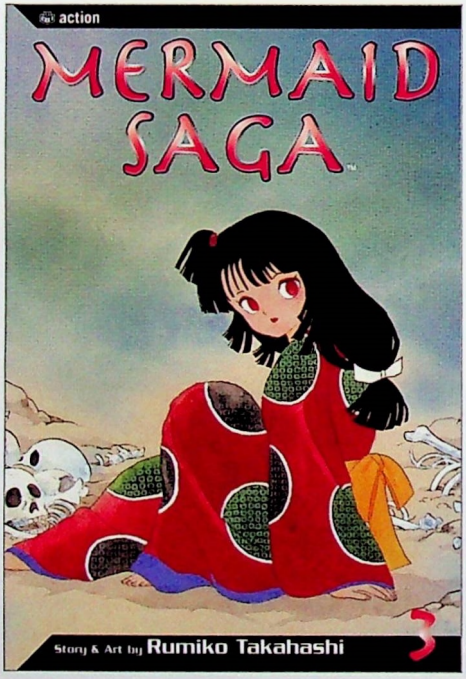
MERMAID SAGA, VOLUME 3

(2nd Edition)

Story & Art by Rumiko Takahashi

Legend has it that if humans eat a mermaid's flesh, they will be granted eternal life. But is that a blessing or a curse? Immortal lovers Yuta and Mana travel through Japan and the centuries longing for a normal life. On their journey, they meet others who have also consumed the flesh of a mermaid in the hope of becoming immortal, and learn that the powerful tissue affects each person differently. Yuta and Mana are two of the lucky ones — others are fated to die or transform into savage monsters, "lost souls"…

Yuta encounters two young immortals — each with very different dreams for their future. One he must fight; the other he fights to save.



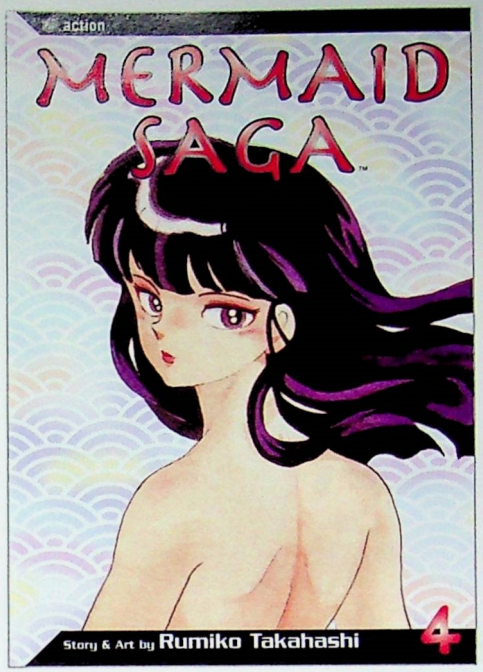
$9.99 USA/$14.50 CDN, 176 pages
ISBN: 1-59116-483-4
UPC: 7-82009-18763
October 2004

MERMAID SAGA ©1993 Rumiko Takahashi /Shogakukan, Inc. Note: cover art subject to change

KEY SELLING POINTS

- A 4-volume manga series — over 1 million sold in Japan!
- Adapted into anime, currently available in the U.S.
- MERMAID'S GAZE anime available on VHS from VIZ.

MERMAID SAGA ©1993, 1994 Rumiko Takahashi /Shogakukan, Inc. Note: cover art subject to change.



MERMAID SAGA, VOLUME 4

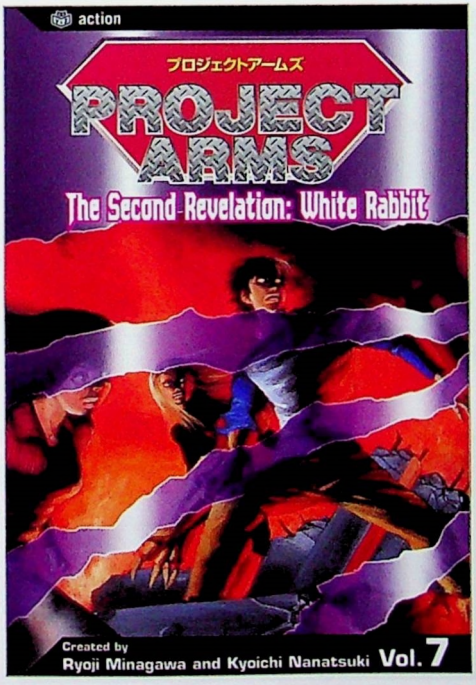
(2nd Edition)

Story & Art by Rumiko Takahashi

Yuta must confront his past when he and Mana discover the horrifying secret of the Kiryu mansion. Later, when the couple befriends a young boy, they become embroiled in a bizarre child custody fight.

$9.99 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-482-6
UPC: 7-82009-18743
December 2004

PROJECT ARMS ©1997 Ryoji MinagawaKyoichi Nanatsuki/Shogakukan, Inc. Note: cover art subject to change.



PROJECT ARMS, VOLUME 7

Story & Art by Ryoji Minagawa and Kyoichi Nanatsuki

From the creators of SPRIGGAN (STRIKER by VIZ) comes a tale of nano-machines, cybernetic assassins, powerful telekinetic opponents, and a secret organization dedicated to bring forth the next evolution of man.

Ryo, Hayato, Takeshi, and Kei are Arms — kids implanted with nanotech limb enhancements that cause them to transform into grotesquely deformed and out of control superweapons. In a desperate attempt to dispose of a neutron bomb on the verge of exploding, something is triggered within Takeshi's body that causes him to transform into his ultimate form…

$9.95 USA/$14.50 CDN, 232 pages
ISBN: 1-59116-522-9
UPC: 7-82009-19783
December 2004

KEY SELLING POINTS

- A 21-volume manga series — over 12.7 million copies sold in Japan!
- Winner of the 44th Annual Shogakukan Manga Prize in 1999.
- Anime series also available on DVD from VIZ.

RANMA 1/2, VOLUME 13

(2nd edition)

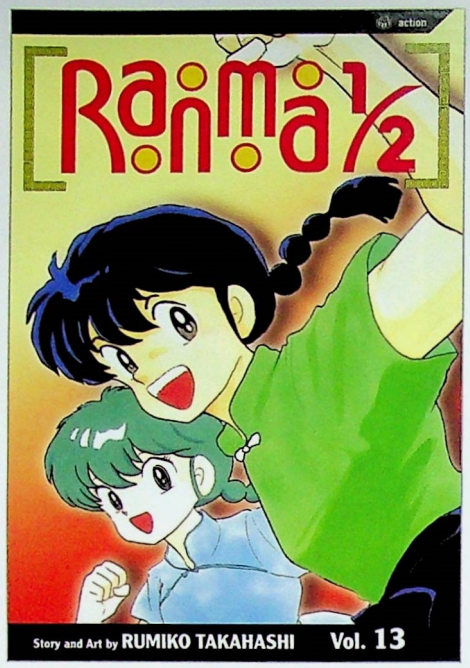
Story & Art by Rumiko Takahashi

Due to an unfortunate accident, when martial artists Ranma and his father, Genma, get splashed with cold water, dad transforms into a giant panda and male Ranma becomes a buxom young girl! Hot water reverses the effect, but only until next time. When Ranma is constantly challenged by battle-crazed martial artists for offenses both real and imagined, and pursued by lovesick suitors of both genders, what's a half-boy, half-girl to do?

That's what Ranma said! With the "Mark of the Gods" now upon him (which is actually nothing more than a doodle representing a school of martial arts calligraphy), the only way Ryoga can rid himself of the mark is to lose in a fight — hopefully, to Ranma. Fox-Fu... Feline-Fu... Flat-Frog Fu... not a one of Ranma's "ultimate desperation strikes" seems to be working. For Akane, it's just too crazy to believe that P-chan may secretly be Ryoga. Better use some extra-hot water to wash that doodle off P-chan, though, just in case...

KEY SELLING POINTS

- A 38-volume manga series — over 49.3 million copies sold in Japan; over 350K sold in the U.S. to date!
- Also an anime series — all seven TV seasons (over 150 episodes) and two theatrical-length movies and OAVs now available on DVD from VIZ.
- Multiple product brand in the U.S. — figurines, clocks, watches, clothing available exclusively from VIZ.



RANMA 1/2 ©1988 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change.

$9.95 USA/$14.50 CDN, 208 pages
ISBN: 1-59116-287-4
UPC: 7-82009-16913
October 2004

T+ AGES 13 and OLDER TEENS

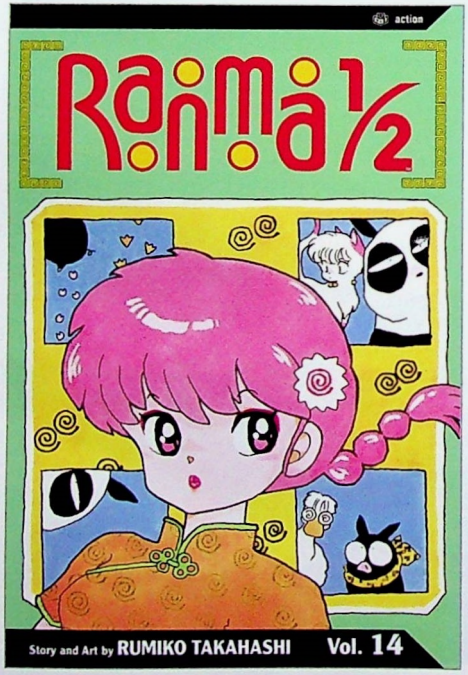
RANMA 1/2, VOLUME 14

(2nd edition)

Story & Art by Rumiko Takahashi

The legendary Dragon's Whisker...! Described by a reluctant Ranma as the "seal" that keeps something "terrible" from happening, four steamed little buns have come all the way from Qinghai Province, China, in search of it. But what can it be?! Ranma wants it... the martial-artist buns want it... Genma wants it. It looks like a simple pigtail-holder, but it's got to be more than that. According to Cologne, once hair kept bound by the Dragon's Whisker is gone, it's gone for good. Ranma's really cutting it close, this time...

FROM THE CREATOR OF INUYASHA!



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$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-288-2
UPC: 7-82009-16923
October 2004

T+ AGES 13 and OLDER TEENS

RANMA 1/2 ©1988 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change

RANMA 1/2, VOLUME 15

(2nd edition)

Story & Art by Rumiko Takahashi

Ooh, le horreur! A stranger's shown up at school and he's eating everyone's lunch. Meet Picolet Chardin II, master of the trés terrifying "La Belle France School of Martial-Arts Dining." It turns out that Soun and Genma — as they've been known to do, once or twice — have promised one of their children in exchange for a debt, and now that debt's come due. A style of martial arts based on eating doesn't seem as though it would be all that difficult to master... but, then again, the size of the mouths in Picolet's family barely seem even human! If Ranma can't defeat Picolet at his own game, it'd be more than "La Belle France" — it'd be wedding bells!

$9.95 USA/$14.50 CDN, 240 pages
ISBN: 1-59116-289-0
UPC: 7-82009-16933
January 2005

RANMA 1/2 ©1988 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change.

RANMA 1/2, VOLUME 16

(2nd edition)

Story & Art by Rumiko Takahashi

The theft of the "Visitor's Registry" from the Jusenkyo Guide in Qinghai Province is only the start of the tragedy for Ranma and the others... but, for the unfortunately named "Pantyhose Taro," it's going to be the end! Over 10 years ago, a pregnant woman gave birth at the cursed springs of Jusenkyo. A quick dunking into a nearby spring by Happosai — where a yeti-riding-an-ox-while-carrying-an-eel-and-a-crane drowned 2,500 years ago — seals the fate of the bouncing baby... um, demon... and now it's out for revenge! For not only did Happosai turn the baby into the monster it's become, he also…

$9.95 USA/$14.50 CDN, 208 pages
ISBN: 1-59116-290-4
UPC: 7-82009-16943
January 2005

RANMA 1/2, VOLUME 28

Story & Art by Rumiko Takahashi

For Ryoga — whose alter ego is of course, P-chan, Akane's cute widdle pet pig — what could possibly be a better love connection than someone who breeds pigs for a living? The youngest generation in a long line of sumo-wrestling pig breeders, the passionate-about-porkers Akari is impressed when Ryoga easily bests a 14th generation Yokozuna champion. Does an ever-hopeful Ryoga dare take her professions of undying love at face value, or will his transformation into P-chan be the cause of some terrible misunderstanding...?

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-584-9
UPC: 7-82009-19413
October 2004

RANMA 1/2 ©1988 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change.

RANMA 1/2, VOLUME 29

Story & Art by Rumiko Takahashi

A new disciple — sent by an old friend of Happosai's — arrives at the Tendo Dojo. Ryoga tries to have a private moment with Akane — and Akari — at the same time, and a magical umbrella that makes those who wander beneath it fall in love makes the already complicated situation even worse. Next, there's a contest between Akane and Miss Hinako to see who can learn to swim first; Ranma goes to the brink of death after some really, really bad noodles; a cursed doll takes over Akane's body... and the gang gets shipwrecked on a deserted island. All in all, it's business as usual in Furinkan Town!

$9.95 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-681-0
UPC: 7-82009-20173
January 2005

RANMA 1/2 ©1988 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change.

NO NEED FOR TENCHI!, VOLUME 1 (2nd edition)

Story & Art by Hitoshi Okuda

The trouble and fun begin when high school student Tenchi inadvertently releases the legendary demon Ryoko from his grandfather's shrine. Turns out, Ryoko is actually a marooned space pirate! Since she has become Tenchi's unwanted houseguest, she has made it her duty to tease the hapless youth whenever possible. And soon other alien women come to plague Tenchi. Akyeka, an alien princess; Sasami, her mischievous sister; and Washu, Ryoko's mad scientist "mother." Not to mention Ryo-Oh-Ki, that adorable little spaceship who looks like a cross between a cat and a rabbit.

Since their epic battle with Kagato, things haven't quieted down in the least. Now Tenchi's troubles double, in the form of Minagi, a dead ringer for Ryoko, who attacks our helpless friends and then conveniently develops amnesia. Turns out she's just a pawn of alien warrior Yakage, who arrives soon after in hopes of stealing Tenchi's miraculous sword and kidnapping beautiful princess Ayeka!

$9.99 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-611-X
UPC: 7-82009-20053
January 2005

NO NEED FOR TENCHI! © HITOSHI OKUDA 1994© AIC/VAP • NTV. Note: cover art subject to change.

NO NEED FOR TENCHI!, VOLUME 2 (2nd edition)

Story & Art by Hitoshi Okuda

When villanious alien scientist Yakage challenges Tenchi to a duel to the death, Princess Ayeka's life hangs in the balance! Is Tenchi's "Sword of the Light Hawk" more powerful than Yakage's blade, the result of centuries of painstaking scientific research? And which of the two is the better swordsman?

Plus, two humorous tales! When Tenchi gets a cold, the girls trip over each other for the honor of nursing him back to health. Will he survive their attentions? Then, although Galaxy Space Police Officer Mihoshi can pilot a spaceship across the cosmos, when she takes driving lessons you better clear the sidewalks-er-road! However, when she sees a girl get kidnapped, our heroine hits the gas with her lead foot and goes into hot pursuit!

KEY SELLING POINTS

- A 12-volume manga series — prequel to THE ALL NEW TENCHI MUYO! series, also from VIZ.
- Originally serialized in Japan's manga anthology Monthly Dragon Jr. by Kadokawa Shoten.
- Based on the popular anime series as seen on Cartoon Network.
- Includes four separate Japanese TV series, two full-length animated movies, several music CDs and dozens of OAVs releases, almost all of which have been released in the U.S.

$9.99 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-610-1
UPC: 7-82009-20043
October 2004

NO NEED FOR TENCHI! © HITOSHI OKUDA 1995© AIC/VAP • NTV. Note: cover art subject to change.

THE ALL NEW TENCHI MUYŌ!, VOLUME 5

Story & Art by Hitoshi Okuda

"Tenchi Muyo" can mean "Useless Tenchi"… which is a pretty heartless way to refer to a guy who somehow survives daily life with a space pirate, an interstellar cop, a mad scientist, and two powerful alien rulers as housemates. Of course, they're all lovely ladies, and most of them are violently in love with him, so our hapless hero doesn't have it all bad!

In this volume, trouble arrives, as it so often does, via supergenius Washu's latest brilliant invention. A lab accident unleashes an adorable pint-size version of Tenchi… then lots of adorable pint-sized versions of Tenchi… and then… dinosaurs? Blame it on the unholy combination of a photo album, a stack of books, and bio-medical research equipment from outer space… and, of course, on Mihoshi's legendary klutziness.

Also: the gang celebrates the traditional demon-fighting ceremony of Mamemaki (even though Ryoko is, technically, a demon), one of little Sasami's classmates turns out to be an alien spy, and everybody eats, drinks, and fights like it's goin' out of style. And that's just the beginning…

KEY SELLING POINTS

- The continuation of VIZ's 12-volume NO NEED FOR TENCHI! series.
- Originally serialized in Japan's monthly comic magazine *Dragon Jr.* by Kadokawa Shoten.
- Based on the popular anime series as seen on Cartoon Network.
- Four Japanese TV series, two full-length animated movies, music CDs and dozens of OAVs, almost all of which have been released in the U.S.

$8.95 USA/$12.95 CDN, 200 pages
ISBN: 1-59116-494-X
UPC: 7-82009-18823
October 2004

ALL NEW TENCHI MUYO • ©2001 Hitoshi OKUDA ©AIC/VAP • NTV. Note: cover art subject to change

TUXEDO GIN, VOLUME 9

Story & Art by Tokihiko Matsuura

High school student Ginji Kusanagi, is a tough, motorcycle riding kid, who's about to make his debut as a professional boxer. He's also just met the girl of his dreams. Unfortunately, Ginji is dead... and has been reincarnated as a penguin! Will love be able to bloom between a boxing penguin and a beautiful girl?

Unfortunately, as time passes, Minako's hopes for Ginji's miraculous return begin to fade... Will she grow tired of holding a torch for him and accept the advances of other boys? Plus, Gin meddles in the lives of humans and fellow reincarnated animals (with typically mixed results), revives his boxing career as a pugilistic penguin, and molts.

KEY SELLING POINTS

- A 15-volume manga series — over 1.1 million copies sold in Japan!
- Originally serialized in Japan's manga anthology *Shonen Sunday.*

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-585-7
UPC: 7-82009-15833
November 2004

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TUXEDO GIN ©1997 Tokihiko Matsuura/Shogakukan, Inc. Note: cover art subject to change.

TUXEDO GIN, VOLUME 10

Story & Art by Tokihiko Matsuura

Teenage boxer Ginji died and got himself reincarnated as a penguin to stay close to Minako, the girl of his dreams. Now, "Gin-chan" must perish of natural causes to be restored to his former self.

A new female trainer, Iida, arrives at the Irie Aquarium, and soon proves to be a formidable rival for Ginji's affections! The competition between Iida and Minako reaches soggy new lows during a pool party contest to win a trip to the South Pole, home to numerous species of Gin-chan's brothers-in-wings. Iida's nefarious plan involves a girl + paper bikini + H20 — you do the math!

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-695-0
UPC: 7-82009-15843
November 2004

VIDEO GIRL AI ©1989 by MASAKAZU KATSURA/SHUEISHA Inc. Note: cover art subject to change.

VIDEO GIRL AI, VOLUME 5: SPINOFF (2nd edition)

Story & Art by Masakazu Katsura

High school student Yota Moteuchi is nicknamed "Dateless." When the love of his life confesses she is in love with his best friend, Yota rents a video for comfort, but the shop he gets it from is magical, and the cute star of his rented tape pops out of his TV and tries to fix his ruined love life.

Ai has been bootlegged to a new tape, and is living with the kindly clerk of the Gokuraku Video Shop under the impression that she's a normal girl. But Ai's creator thinks she's defective and is determined to erase her. To make matters worse, Ai's creator has spun off the new video, Video Girl Mai, and she wants Ai off the market!

$9.99 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-146-0
UPC: 7-82009-15983
December 2004

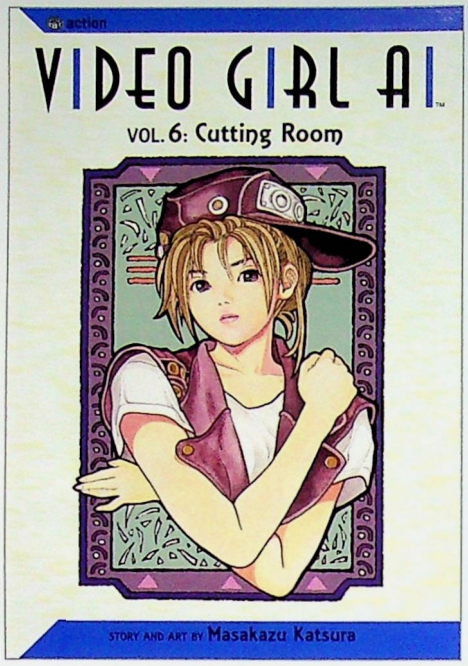
KEY SELLING POINTS

- A 15-volume manga series originally serialized in Japan's manga anthology *Shonen Jump* and in VIZ's *Animerica Extra* in the U.S.
- Also a 6-episode OAV anime series, currently available on DVD from VIZ.
- Figurines also available in Japan.

VIDEO GIRL AI, VOLUME 6: CUTTING ROOM (2nd edition)

Story & Art by Masakazu Katsura

Ai is bootlegged to a new tape by the sympathetic old clerk of the Gokuraku Video Shop and is living in Yota's house. As Yota's romance with his first girlfriend, Nobuko, enters its final stages, Video Girl Mai is sent by Ai's creator to edit out Ai's very existence!



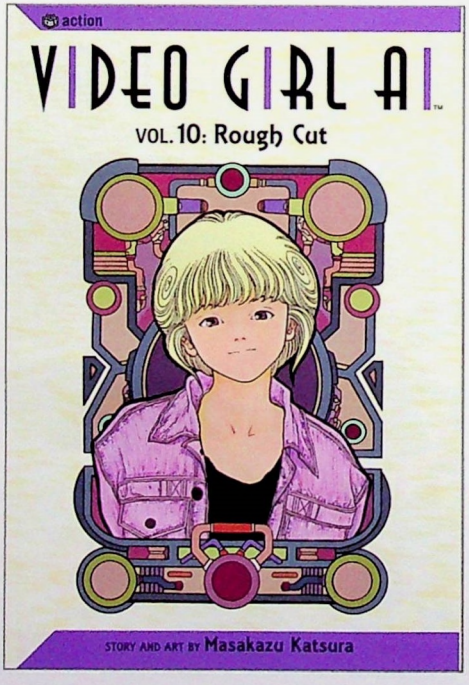
$9.99 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-607-1
UPC: 7-82009-15993
December 2004

VIDEO GIRL AI ©1989 by MASAKAZU KATSURA/SHUEISHA Inc. Note: cover art subject to change.

VIDEO GIRL AI, VOLUME 10: ROUGH CUT

Story & Art by Masakazu Katsura

Moemi is still on a rough road to recovery after nearly being raped, but she believes she must overcome her fears and use physical passion to drive Ai from Yota's mind. Meanwhile, the running time for Ai's tape is almost up, and she is perversely intent on cutting herself out of Yota's life completely. But when Yota says he needs her, will her determination crumble?



$9.99 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-305-6
UPC: 7-82009-15883
December 2004

VIDEO GIRL AI ©1989 by MASAKAZU KATSURA/SHUEISHA Inc. Note: cover art subject to change.

EDITOR'S CHOICE

ed•i•tor's choice (ed'i-tôrs chois) n. 1. That which defines cutting-edge. 2. Manga known for its daring, creativity, and artistry. 3. Manga that sets the standard for excellence and reveals its promise.

EDITOR'S CHOICE

BLUE SPRING

BLUE SPRING

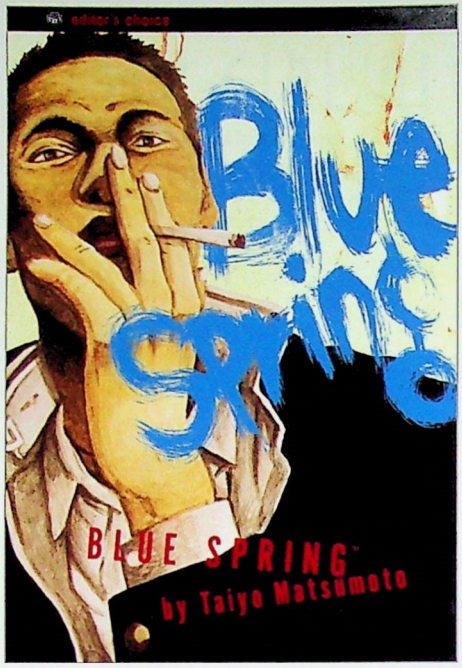
Story & Art by Taiyo Matsumoto

Taiyo Matsumoto's BLUE SPRING focuses on the lives of a small group of disenchanted high school students. Although spring usually connotes the blossoming of new life and a time of nurturing and anticipation, the spring for these characters is "blue." They can't wait for school to end and the summer to come. Their lives are balanced on the edge of a knife as they flirt with crime and their own lives in the form of a deadly roof top game. Each character has a different story to tell and the rebellion, questioning and frustration of these youth are palpable.

Taiyo Matsumoto is the cult favorite artist of BLACK AND WHITE and NO. 5, both published by VIZ. With line work that mirrors his story lines in a combination of smooth and rough styles his work makes for a truly unique look and feel in manga.

KEY SELLING POINTS

- A single volume title from the creator of BLACK AND WHITE and NO. 5.
- Originally serialized in Japan's manga anthology *Big Comics Spirits.*
- Inspired a live action film, which has screened at festivals throughout the world.



$9.99 USA/$14.50 CDN, 216 pages
ISBN: 1-59116-645-4
UPC: 7-82009-19483
December 2004

NEW SERIES!

BLUE SPRING ©1993 Taiyo Matsumoto/Shogakukan, Inc. Note: cover art subject to change.

TOUGH

TOUGH, VOLUME 1

Story & Art by Tetsuya Saruwatari

High-school junior Kiichi Miyazawa ("Kiibo" to his friends) dreams of becoming an action star like his idols Bruce Lee and Jackie Chan. He just may have the awesome fighting skills to succeed, but for now he's stuck going to school and doing his chores…

One fateful day Kiibo witnesses a hulking biker, Kuroda, rip a truck apart with his bare hands! Awed by Kuroda's super-human strength, Kiibo itches to take him on, and he soon gets his chance. But Kuroda hides a dark secret that could put Kiibo's life in mortal danger! Will fearless novice Kiibo be able to match — let alone defeat — mighty Kuroda in a no-holds-barred contest?!

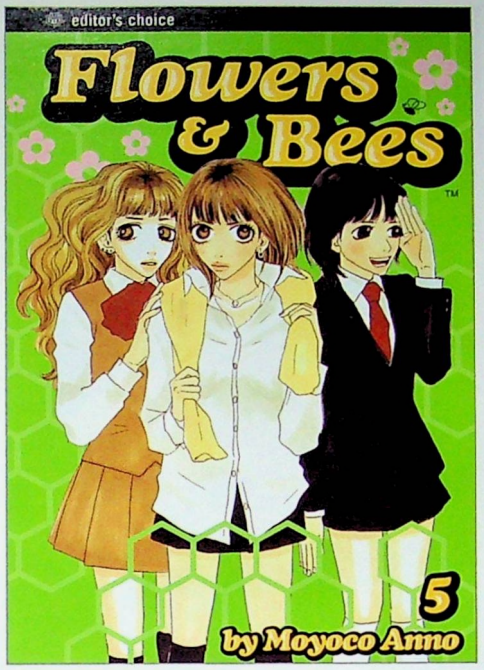
KEY SELLING POINTS

- Over 7.7 million copies in print in Japan!
- Last volume released in July 2003 in Japan.
- Originally serialized in Japan's manga anthology *Young Jump Comics.*

$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-710-8
UPC: 7-82009-20513
December 2004

NEW SERIES!

KOKO TEKKEN-DEN TOUGH © 1993 by TETSUYA SARUWATARI / SHUEISHA Inc. Note: cover art subject to change.



FLOWERS & BEES ©2002 Moyoco Anno/Kodansha Ltd. Note: cover art subject to change.

$9.95 USA/$14.50 CDN, 216 pages
ISBN: 1-59116-347-1
UPC: 7-82009-15753
October 2004

FLOWERS & BEES, VOLUME 5

Story & Art by Moyoco Anno

Masao Komatsu thinks of himself as a total loser. But high school life is never so bad that it can't get worse and Masao still has a few crumbs of self-respect here and there. Gorgeous sisters Kiyoko and Harumi will be happy to vacuum those crumbs out of his pockets, with each visit he makes to their salon, World of Beautiful Men.

Komatsu manages to escape from indentured servitude at the construction site, his own personal churning hell of rebar, cement dust, and stinking middle-aged men! With the wisdom gained from the stealth Casanova of the hard-hat crew, will he return to school and show the girls his snake… and tiger style? And when he begins to find "The Way of the Stud" unpalatable, could it be that Komatsu's tenure as a pilgrim on the path to pimphood is approaching a climactic end?

KEY SELLING POINTS

- A 7-volume manga series — final volume released in Japan in November 2003.
- Originally serialized in Japan's manga anthology *Young Magazine*, which also featured other popular series like AKIRA, CHOBITS, and INITIAL D.
- From one of the hottest *josei* (womens') artists in Japan.

FLOWERS & BEES ©2002 Moyoco Anno/Kodansha Ltd. Note: cover art subject to change.

$9.95 USA/$14.50 CDN, 216 pages
ISBN: 1-59116-348-X
UPC: 7-82009-15763
January 2005

FLOWERS & BEES, VOLUME 6

Story & Art by Moyoco Anno

Komatsu's devotion to his new love leaves him desperate to please her, so he goes above and beyond (and below, and around, and between) to locate the perfect romantic seaside setting for their date. But will Komatsu end up all wet? Yes. Literally. And very, very cold.

MAISON IKKOKU, VOLUME 8 (2nd edition)

Story & Art by Rumiko Takahashi

Yusaku Godai's attempts to study get off to a bad start when he falls head-over-heels for his new apartment manager, and he's a far, far way from winning her heart. For Kyoko already has somebody else on her mind… a mysterious "Mr. Soichiro," who is… her pet dog!?! Funny, touching, and a tad off-kilter, MAISON IKKOKU is the great Rumiko Takahashi at her very best.

Yusaku's eavesdropping causes him to misunderstand Kyoko's words — again. This time, it's during Kyoko's visit to her former husband's graveside. A new wide-eyed tenant, Nozomu Nikaido, moves into room No. 2 and quickly causes trouble for the other Maison Ikkoku residents, especially Yusaku in his pursuit of Kyoko.

KEY SELLING POINTS

- A 15-volume manga series — over 19.8 million copies sold in Japan; over 42K sold in the U.S. to date.
- Being re-released to match the original Japanese release of 15 volumes (1st edition in U.S. was only 14 volumes) with additional chapters not included in the series' original U.S. release.
- Originally serialized in Japan's manga anthology *Big Comic Spirits*.
- Adapted into an anime TV series, an anime movie, and a live-action movie. TV series now available in Collector's Edition DVD box sets from VIZ.
- Multi-product brand in Japan — CD soundtracks, figurines, plush, etc.

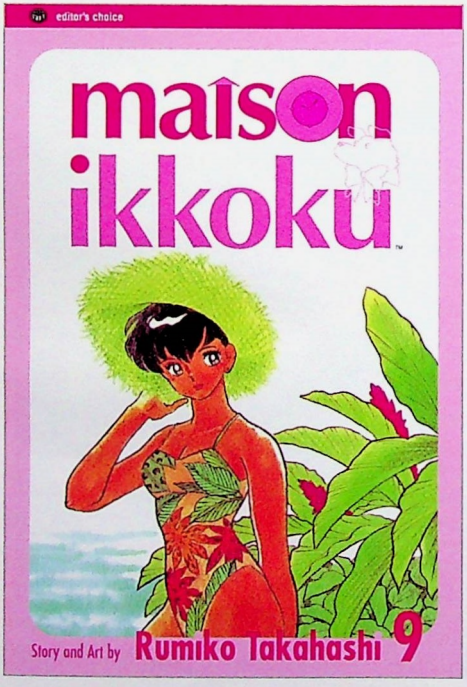
$9.95 USA/$14.50 CDN, 240 pages
ISBN: 1-59116-562-8
UPC: 7-82009-17183
November 2004

MAISON IKKOKU ©1984 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change.

MAISON IKKOKU, VOLUME 9 (2nd edition)

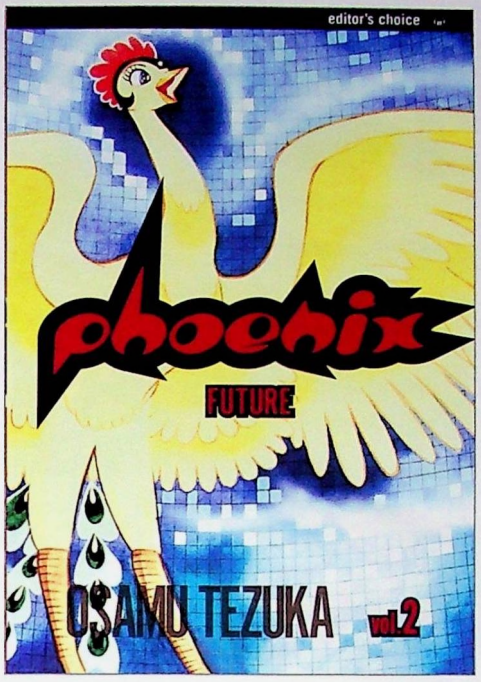
Story & Art by Rumiko Takahashi

Yusaku finally gets serious about finding a job. Unfortunately, Kyoko is the only one who takes him seriously — a little too seriously — when he talks about his "future." For the immediate future, he gets a position waiting tables at a resort, and an eyeful when Kyoko loses her top in the pool. Once he finally lands a gig student-teaching at Kyoko's old high school, a googly-eyed student named Yagami moves into his life, and, sneakily, into Maison Ikkoku. Will she manage to get between Yusaku and Kyoko?



$9.95 USA/$14.50 CDN, 232 pages
ISBN: 1-59116-617-9
UPC: 7-82009-17193
January 2005

MAISON IKKOKU ©1984 Rumiko Takahashi/Shogakukan, Inc. Note: cover art subject to change.



PHOENIX ©2004 Tezuka Productions. Note: cover art subject to change.

PHOENIX, VOLUME 2: THE FUTURE (2nd Edition)

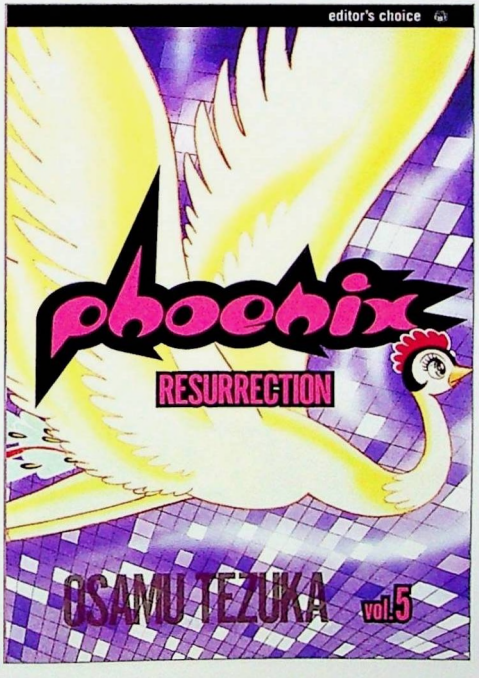
Story & Art by Osamu Tezuka

Considered by many to be one of the finest works of Japanese comics art ever produced, PHOENIX: THE FUTURE is a rollicking space-age adventure, an apocalyptic cautionary tale, a fable of human frailty and triumph, and a fantastic voyage through time, space, and the macroverse. Above all, it is a great love story, an epic account of Class II Space Patrolman Masato's tragic, undying love for the doomed beautiful alien "moopie" Tamami. Told in bold layouts and mind warping page designs that revolutionized Japanese comics, this is the work of the greatest manga artist of them all, Osamu Tezuka, soaring at the height of his powers.

KEY SELLING POINTS

- First published in 1967, with installments appearing over the next 21 years.
- The stated "life work" of Japan's "God of Manga."
- Spawned a movie and several original animated videos by some of Japan's top directors such as Rintaro (METROPOLIS, X THE MOVIE) and Tezuka himself.

$15.95 USA/$22.95 CDN, 304 pages
ISBN: 1-59116-608-X
UPC: 7-82009-19713
November 2004



PHOENIX ©2004 Tezuka Productions. Note: cover art subject to change.

PHOENIX, VOLUME 5: RESURRECTION

Story & Art by Osamu Tezuka

Osamu Tezuka's Phoenix was his life's work and is considered by many to be one of the finest works of Japanese comics art ever produced. PHOENIX: RESURRECTION takes place in the year 3344, Prof. Saruta lands on the moon. He meets and acquires Robita in his final form. Spanning 860 years, the end of this episode goes beyond PHOENIX: UNIVERSE and close to the beginning of PHOENIX: THE FUTURE.

$15.95 USA/$22.95 CDN, 328 pages
ISBN: 1-59116-593-8
UPC: 7-82009-19533
November 2004

EDITOR'S CHOICE

SAIKANO

SAIKANO, VOLUME 3

Story & Art by Shin Takahashi

Shy Chise and nervous Shuji are high school seniors in a small town and have just started dating. But everything changes when Shuji discovers that Chise has been engineered by the Japanese government to transform into the Ultimate Weapon! What do you do when the girl you love becomes a weapon of mass destruction?

When Chise chooses to meet Shuji for a date instead of going on a combat mission, her decision has calamitous consequences. While waiting at their rendezvous spot, Chise is shocked to find out Shuji's been with his former girlfriend!

KEY SELLING POINTS

- A 7-volume manga series — over 2.6 million copies sold in Japan!
- Manga originally serialized in Japan's *Big Comic Spirits*.
- Anime series debuted on Japanese TV (July 2002) — VIZ releasing all 13 episodes in 2004, across four volumes.
- Multiple product brand in Japan — PlayStation 2 video game from Konami, trading cards, action figures.

$9.95 USA/$14.50 CDN, 232 pages
ISBN: 1-59116-475-3
UPC: 7-82009-18583
December 2004

SAIKANO ©2000 Shin Takahashi/Shogakukan, Inc. Note: cover art subject to change.

VAGABOND

VAGABOND, VOLUME 16

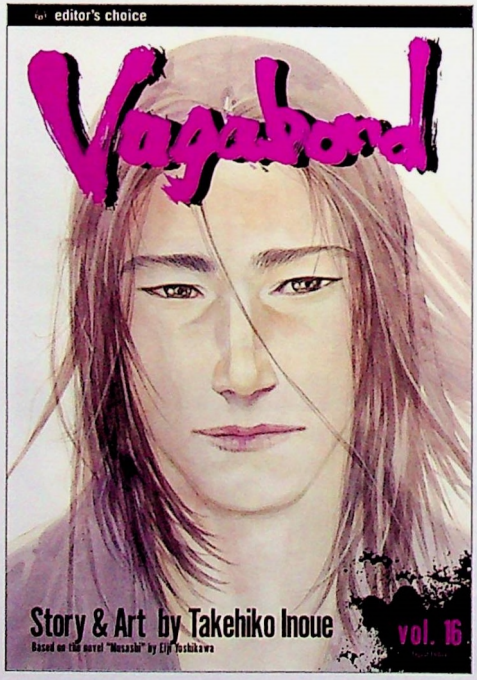
Story & Art by Takehiko Inoue

Tokugawa Era Japan: a new government has taken power and the land is in disarray. Amidst the turmoil, Takezo, a young ronin, sets out on a journey throughout Japan seeking out opponents both strong and skilled, prepared to slay anyone who might get in his way! His hunger for battle turns into a spiritual journey towards perfect mental and physical skill. And with the eccentric Zen monk, Takuan, as his guide, Takezo evolves into Miyamoto Musashi — the greatest swordsman in Japan. But before enlightenment comes survival, as human wolves and his own wild ways dog the young ronin's trail.

Sasaki Kojiro, renowned for his deadly "swallow-cut," is the man destined to be sword-saint Miyamoto Musashi's greatest rival and opponent in the most well known duel in the annals Japanese history. This volume further explores the background of the abandoned deaf orphan Kojiro as he comes of age and develops into a bloodthirsty swordsman with sublime skills.

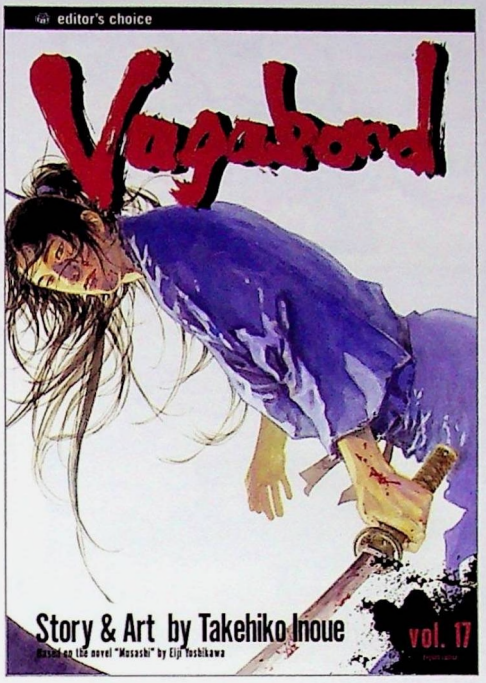
KEY SELLING POINTS

- An 18+ volume manga series — every volume on Japan's top ten best seller's list with over 1.6 million volumes in print.
- Graphic novels being released monthly from VIZ in 2004 — nearly simultaneous to Japan's release schedule.
- Inoue received the 2000 Media Arts award for manga from the Japanese Ministry of Culture and the Kodansha award for best manga for his work on VAGABOND.
- Inoue has also received the prestigious Tezuka award for his previous work.
- Nominated for 2003 Eisner Award in Best Writer/Artist category.



$9.95 USA/$14.50 CDN, 200 pages
5-5/8 x 8-1/8 trim size
ISBN: 1-59116-454-0
UPC: 7-82009-18303
October 2004

VAGABOND © 1998-2004 I.T. Planning, Inc. Note: cover art subject to change.



VAGABOND, VOLUME 17

Story & Art by Takehiko Inoue

Kojiro is invincible under the sun! Sasaki Kojiro, renowned for his deadly "swallow-cut," is the man destined to be sword-saint Miyamoto Musashi's greatest rival and opponent in the most well known duel in the annals Japanese history. While Musashi is an untamed beast driven by pure instinct, Kojiro is an icy cold-blooded killer. This volume further explores the background of the abandoned deaf orphan Kojiro as he comes of age and develops into a bloodthirsty swordsman with sublime skills.

$9.95 USA/$14.50 CDN, 192 pages
5-5/8 x 8-1/8 trim size
ISBN: 1-59116-455-9
UPC: 7-82009-18313
November 2004

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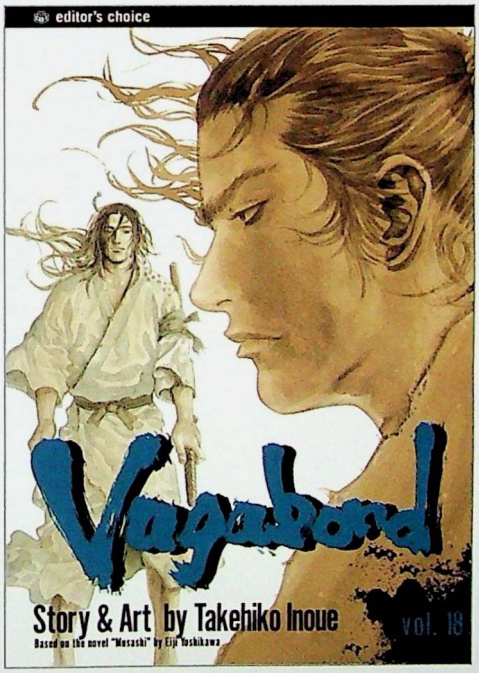

VAGABOND, VOLUME 18

Story & Art by Takehiko Inoue

Kojiro is invincible under the sun! Sasaki Kojiro, renowned for his deadly "swallow-cut," is the man destined to be sword-saint Miyamoto Musashi's greatest rival and opponent in the most well known duel in the annals Japanese history. While Musashi is an untamed beast driven by pure instinct, Kojiro is an icy cold-blooded killer. Blood and carnage abound when these two young men have a chance encounter at the Battle of Sekigahara.

$9.95 USA/$14.50 CDN, 200 pages
5-5/8 x 8-1/8 trim size
ISBN: 1-59116-642-X
UPC: 7-82009-19803
December 2004

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VAGABOND, VOLUME 19

Story & Art by Takehiko Inoue

Sasaki Kojiro, renowned for his deadly "swallow-cut," is the man destined to be sword-saint Miyamoto Musashi's greatest rival and opponent in the most well-known duel in the annals Japanese history. But for now, Kojiro has been abandoned by his brutal master Ito Ittosai, and must contend with the vicious refugee hunters and ruthless scavengers that abound in the aftermath of the Battle of Sekigahara.

$9.95 USA/$14.50 CDN, 200 pages
5-5/8 x 8-1/8 trim size
ISBN: 1-59116-643-8
UPC: 7-82009-19833
January 2005

VAGABOND © 1998-2005 I.T. Planning, Inc. Note: cover art subject to change.

notes:

SHÔJO

shô•jo (sho'jo) n. 1. Manga appealing to both a female and male demographic. 2. Exciting stories with true-to-life characters and the thrill of exotic locales. 3. Connecting the heart and mind through real human relationships.

FROM FAR AWAY, VOLUME 1

Story & Art by Kyoko Hikawa

On her way home from school one day, Noriko is unexpectedly plunged into a strange and extraordinary fantasy world. Her troubles compound exponentially when she is rescued and befriended by a handsome young man by the name of Izark.

He may be brave and courageous, but inside Izark lurks the darkest evil imaginable. And according to an ancient prophecy, Noriko possesses the power to unleash that evil. Now, inexorably bound together, these two unlikely allies must navigate a world both wondrous and hostile.

KEY SELLING POINTS

- A 14-volume manga series.
- Originally serialized in Japan's manga anthology *Hana-to-Yume*.

$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-599-7
UPC: 7-82009-19603
October 2004

NEW SERIES!

FROM FAR AWAY © Kyoko Hikawa 1991/HAKUSENSHA, Inc. Note: cover art subject to change.

FROM FAR AWAY, VOLUME 2

Story & Art by Kyoko Hikawa

Scared and on the run, Noriko finds herself aligned with a mysterious rogue swordsman who has willingly taken her under his wing. Even though the pair's initial meeting was a chance affair, Noriko and Izark soon realize their destinies are somehow intertwined.

Weakened from a recent battle, Izark is now dependant on his young charge to nurse him back to health. Trapped in a strange world and unable to speak the native language, Noriko must find a way to save her fallen warrior… and save herself, too!

$9.99 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-601-2
UPC: 7-82009-19623
December 2004

FROM FAR AWAY © Kyoko Hikawa 1992/HAKUSENSHA, Inc. Note: cover art subject to change.

HERE IS GREENWOOD ©Yukie Nasu 1986/HAKUSENSHA, Inc. Note: cover art subject to change.

HERE IS GREENWOOD, VOLUME 1

Story & Art by Yukie Nasu

If 15-year-old Kazuya Hasukawa's stomach wasn't perforated in a car accident, it would have been perforated by an ulcer! The woman he loves just married his older brother, and worse, he is bringing her home to live with them! Kazuya is forced out of the house, and the only option is to enter the exclusive all-male boarding school, Ryokuto Academy, more popularly known as "Greenwood." But the car accident laid Kazuya up for quite some time, so he missed a little over a month of school. And because Kazuya arrived at school late, he is introduced to his new roommate in the last available room — Shun Kisaragi, the cutest girl in the guy's dorm!

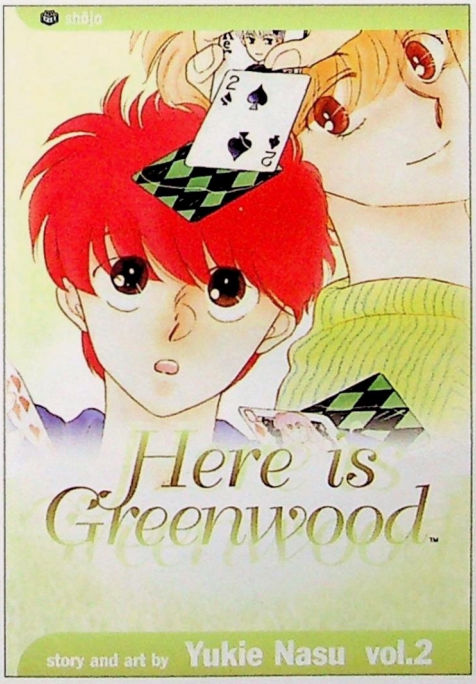
$9.99 USA/$14.50 CDN, 208 pages
ISBN: 1-59116- 604-7
UPC: 7-82009-19633
October 2004

NEW SERIES!

KEY SELLING POINTS

- A 9-volume manga series.
- Originally serialized in Japan's manga anthology *Hana-to-Yume*.
- Inspired a 6-episode OAV anime series, which ran from 1991 to 1993, and is now available in U.S.

HERE IS GREENWOOD ©Yukie Nasu 1986/HAKUSENSHA, Inc. Note: cover art subject to change.



HERE IS GREENWOOD, VOLUME 2

Story & Art by Yukie Nasu

The head resident of Greenwood dorm, Mitsuru Ikeda, has been kidnapped by men dressed in black wearing dark glasses and riding in a jet black expensive car! But standing right next to him when he was kidnapped was cute, girlish Shun Kisaragi, the child of a wealthy and powerful company president! Why would anyone kidnap Mitsuru, whose favorite meal is whatever is on next-door dormmate Kazuya Hasukawa's plate? And why is Shun the only one who seems to care that Mitsuru is gone?

$9.99 USA/$14.50 CDN, 216pages
ISBN: 1-59116-605-5
UPC: 7-82009-19643
December 2004

W JULIET, VOLUME 1

Story & Art by Emura

Sixteen-year-old tomboy Ito Miura has been chosen to play Romeo in Romeo and Juliet! The problem? She doesn't want the male role!

So, who will be Juliet? The favorite for the part, beautiful and vain Tsugumi, must compete with the cute new transfer student, Makoto Amano. But Makoto has a secret, and if rival Tsugumi, or anyone in the school, finds out, it could ruin Makoto's life, dragging Ito down as well!

KEY SELLING POINTS

- An ongoing manga series in Japan — over 14 volumes to date!
- Originally serialized in Japan's manga anthology *Hana-to-Yume*.

$9.99 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-598-9
UPC: 7-82009-19573
October 2004

NEW SERIES!

W JULIET © Emura 1997/HAKUSENSHA, Inc. Note: cover art subject to change.

W JULIET, VOLUME 2

Story & Art by Emura

Sixteen-year-old tomboy Ito Miura has become fast friends with her schoolmate and fellow drama enthusiast Makoto Amano. The problem? Makoto's a boy who must pass as a female drama student in order for his family to approve of his acting ambitions.

Just as Ito and Makoto begin to feel the impact of their strong attraction to each other, Takayo, a fiancée imposed on Makoto from childhood, and her sinister brother Takashi, have decided to transfer into Makoto's new school! Add a college-age lothario and a spoiled rich-girl actress, and what chance can gender-bending true-love possibly have?

$9.99 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-602-0
UPC: 7-82009-19583
December 2004

W JULIET © Emura 1999/HAKUSENSHA, Inc. Note: cover art subject to change.

DOLLS © Yumiko Kawahara/Asahi SONORAMA Co., Ltd. Note: cover art subject to change.

DOLLS, VOLUME 1

Story & Art by Yumiko Kawahara

Yumiko Kawahara's disturbing short stories explore the strange and co-dependent world of dolls and the people who own them. Both quirky and unsettling, these science-fiction morality fables question the dark side of love and pride.

Fair warning: When you live inside a dollhouse, it's hard to tell who's the puppet and who's the master…

$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-508-3
UPC: 7-82009-18953
October 2004

NEW SERIES!

KEY SELLING POINTS

- A 4-volume manga series with short story compilations in each volume.
- Serialized in *Nemurenai Yoru No Kimyouna Hanashi Comics.*

DOLLS © Yumiko Kawahara/Asahi SONORAMA Co., Ltd. Note: cover art subject to change.

DOLLS, VOLUME 2

Story & Art by Yumiko Kawahara

Once again, Yumiko Kawahara delivers a collection of wildly imaginative tales about man's best friend — the seductive and oddly compelling Plant Dolls. In one story, a young man finds comfort from a doll that shares his heartbreak of a lonely childhood. In another, a doll holds the key to a vast family fortune. And in this volume's final story, a singing doll is discovered. But when she sings… madness ensues!

These stories and others make it clear that love is a very complicated thing. Why, for example, does it often come with attachments both agreeable and perverse? Perhaps the Plants Dolls have the answer to this eternal question….

$9.99 USA/$14.50 CDN, 216 pages
ISBN: 1-59116-671-3
UPC: 7-82009-20073
January 2005

REVOLUTIONARY GIRL UTENA: THE ADOLESCENCE OF UTENA

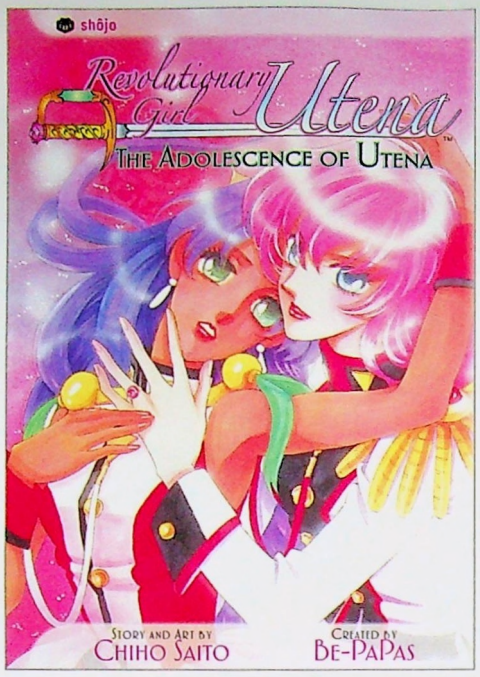
Story & Art by Chiho Saito, Created by Be-PaPas

Elegance is a way of life at Ohtori Academy. For close to 100 years, the elite boarding school has valued tradition and ceremony above almost everything else. In walks Utena Tenjou, a short-stressed teenaged girl who favors trim-cut boys' clothing. Almost immediately, she finds herself embroiled in sword duels, knotty romantic entanglements and a string of shady alliances. There's a cloud of mystery hanging over the campus of Ohtori and everyone Utena meets harbors a dark and twisted secret.

A liberal adaptation of the movie by the same name, THE ADOLESCENCE OF UTENA veers wildly from its original source. More direct than the anime and more mature than the original manga series, this version of Chiho Saito's fractured fairy tale blasts Utena straight into the iconic stratosphere.

KEY SELLING POINTS

- A single volume adaptation of the popular Utena movie. Movie now available in U.S.
- Originally serialized in Japan's manga anthology *Ciao*.
- Art by Chiho Saito, who has published more than 60 volumes of manga and sold more than 10 million graphic novels.
- Created by one of the most successful combinations of rare artistic talent in manga history.



$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-500-8
UPC: 7-82009-18873
October 2004

NEW TITLE!

REVOLUTIONARY GIRL UTENA: THE ADOLESCENCE OF UTENA © 1996 SAITO CHIHO/ BE-PAPAS/Shogakukan, Inc. Note: cover art subject to change.

WILD COM.

Story & Art by Yumi Tamura

From Yumi Tamura, creator of BASARA, comes a suspenseful trio of short stories. First, "Psychic Squad Wild Com." finds its lead character struggling with the denial of her psychic abilities — powers that could spell life or death for those around her. "The Beasts of June" is a poetic tale of urban violence of two free spirits caught in corruption's heartless grasp. Finally, "The Eye of the Needle" provides a shocking thriller wrapped in the guise of a fame-twisted romance. Tough, intense and thrilling, WILD COM. offers three distinctly different tales from the master of shôjo action.

KEY SELLING POINTS

- A single volume manga title — serialized in VIZ's *Animerica Extra* in the U.S.
- From the creator of BASARA and CHICAGO.

$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-559-8
UPC: 7-82009-19343
October 2004

NEW TITLE!

WILD COM. ©1999 Yumi Tamura/Shogakukan, Inc. Note: cover art subject to change.

ALICE 19TH ©2001 Yuu Watase/Shogakukan, Inc. Note: cover art subject to change.

ALICE 19TH, VOLUME 7: THE LOST WORD

Story & Art by Yû Watase

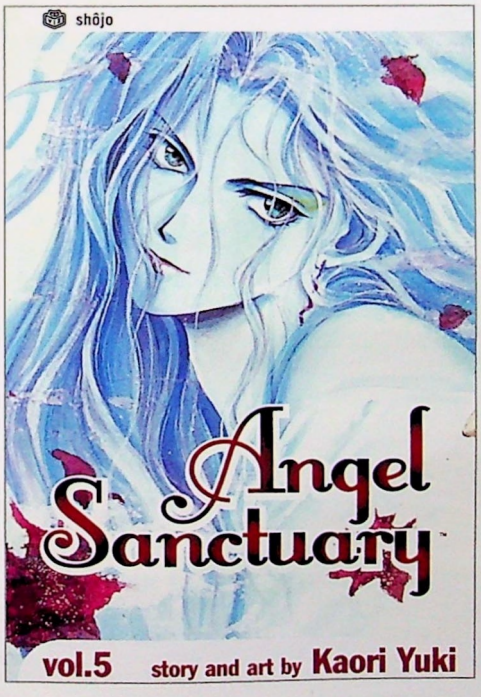
Alice is desperate to rescue her sister Mayura. In defiance of Nyozeka's warnings, Alice and the other young Lotis Masters enter the Darva before having found the Lost Word. When Kyô, Alice's true love, comes under attack, it's up to her to save both him and Mayura with the power of the Lotis. When it seems that all hope is lost, Nyozeka has an essential role to play... You won't want to miss the powerful conclusion of ALICE 19TH!

$9.99 USA/$14.50 CDN , 208 pages
ISBN: 1-59116-244-0
UPC: 7-82009-16833
October 2004

FINAL VOLUME!

KEY SELLING POINTS

- A 7-volume manga series — almost 1 million copies sold in Japan!
- From the creator of IMADOKI, FUSHIGI YÛGI, and CERES, CELESTIAL LEGEND.
- Originally serialized in the Japanese manga anthology *Shôjo Comics*.



ANGEL SANCTUARY ©Kaori Yuki 1995/HAKUSENSHA, Inc. Note: cover art subject to change.

ANGEL SANCTUARY, VOLUME 5

Story & Art by Kaori Yuki

With a bad temper, a broken home, and an un-holy attraction to his sister, Setsuna is no angel. But he used to be — literally. Reincarnated as a teenage boy, creatures from heaven and hell soon come to him, each with their own agendas. Whose side will Setsuna choose?

Setsuna has seven days to find his beloved sister Sara in the afterlife, and the first stop is to find the Guardian of the Hellgate — a being any normal person would avoid! Kato, an old enemy of Setsuna's, is now his only companion, but Kato has a history of being manipulated in life. Now that he's dead at the hands of Setsuna himself, just how far can he be trusted?

$9.99 USA/$14.50 CDN, 208 pages
ISBN: 1-59116-576-8
UPC: 7-82009-16513
November 2004

KEY SELLING POINTS

- A 20-volume manga series in Japan.
- Three-episode OAV currently available in U.S.
- Multiple-product brand in Japan — art books, a postcard book, stickers, jewelry, stationary, posters, pencil boards, and clocks.

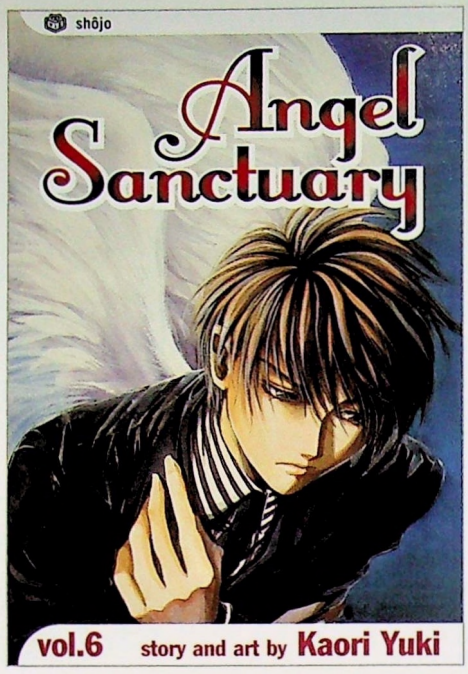
SHÔJO

ANGEL SANCTUARY

ANGEL SANCTUARY, VOLUME 6

Story & Art by Kaori Yuki

With just seven days to find his beloved sister Sara in the afterlife, Setsuna goes to hell, only to find himself sitting in judgment of the very angel who condemned his soul to a life of suffering. But the only way out of the pit is through it, and how much time can Setsuna waste on revenge? Meanwhile Heaven is falling apart as assassins move in to murder God's highest ranking angels! Will there be a universe left when and if Setsuna gets out?



$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-627-6
UPC: 7-82009-16523
January 2005

ANGEL SANCTUARY ©Kaori Yuki 1995/HAKUSENSHA, Inc. Note: cover art subject to change.

B.B. EXPLOSION

B.B. EXPLOSION, VOLUME 4

Story & Art by Yasue Imai

Airi wants fame and fortune, and for teens in Okinawa the answer is an *American Idol*-like TV show called *Boom Boom*. But first, she must enroll in a big city school where competition can be ruthless. Can Airi pass her classes, find a boyfriend, secure her father's approval, and make her dreams come true?

After releasing her first hit single, Airi is pleased to find out that she's been nominated for the Grand Prix Artist of the Year award — news that sends reigning pop princess Seleca into a pique of jealous rage. The unscrupulous singer orders her management company to nip Airi's blossoming career in the bud. There can only be one queen of pop and Seleca will stop at nothing to boot Airi off the hit parade!

KEY SELLING POINTS

- A 5-volume manga series — over 350K sold in Japan.
- Originally serialized in Japan's manga anthology *Ciao*.
- Spawned sequel series TOTTEMO B.B.
- Each volume features one page commentary from English adapter Trina Robbins, former WONDER WOMAN artist and writer for Marvel's BARBIE and THE LITTLE MERMAID.

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-387-0
UPC: 7-82009-18733

B.B. EXPLOSION ©1997 Yasue Imai/ Shogakukan, Inc. Note: cover art subject to change.

BANANA FISH ©1987 Akimi Yoshida/Shogakukan, Inc. Note: cover art subject to change.

BANANA FISH, VOLUME 5

(2nd edition)

Story & Art by Akimi Yoshida

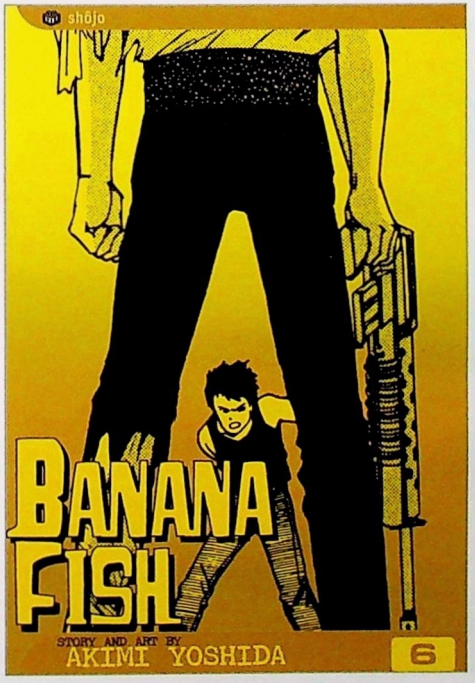
Since the Vietnam War, the only words Ash's brother has muttered are "Banana Fish." Twelve years later, a dying man gives gang leader Ash a mysterious substance… Is there a connection?

Ash came to Los Angeles to escape Union Corse leader Papa Dino, and to locate Dr. Alexis Dawson and the truth about the drug he helped invent, "Banana Fish." But even as they find the doctor, betrayal strikes! The lithe young man passing himself off as Dawson's "adopted son" — in reality Yut-Lung, master of poisons and member of the Lee family syndicate. Will this unholy alliance of Corsican and Chinese gangs deliver Ash, his friends, and all the secrets of Banana Fish into Dino's ruthless hands?

KEY SELLING POINTS

- A 19-volume manga series — over 7.9 million copies sold in Japan! Also translated into Chinese, Korean, French, and Italian.
- Originally serialized in Japan's manga anthology *Monthly Betsucomi*, which also featured other VIZ titles like BASARA, CHICAGO, and HOT GIMMICK.
- Inspired series spin-offs called PRIVATE OPINION and BANANA FISH OFFICIAL GUIDEBOOK REBIRTH.
- Multiple product brand in Japan — towels, shirts, watches, mugs, keychains.

$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-417-6
UPC: 7-82009-17913
November 2004



BANANA FISH ©1987 Akimi Yoshida/Shogakukan, Inc. Note: cover art subject to change.

BANANA FISH, VOLUME 6

(2nd edition)

Story & Art by Akimi Yoshida

The Chinese Lee syndicate has delivered Ash, Max Lobo, Ibé and Dr. Alexis Dawson to Papa Dino. "Banana Fish" has been used to brainwash Shorter Wong and manipulate him into mutilating Eiji right before Ash's very eyes!

$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-418-4
UPC: 7-82009-17923
November 2004

BASARA, VOLUME 9

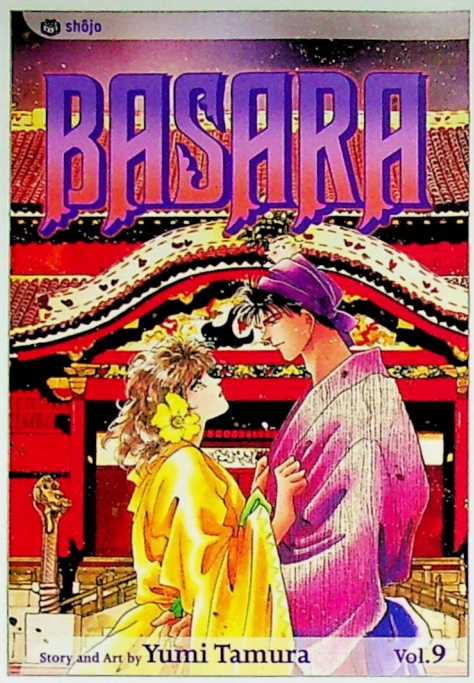
Story & Art by Yumi Tamura

Born under a prophecy that will liberate and unite Japan, Sarasa has had to take her brother Tatara's place as the "Boy of Destiny." Fighting for the oppressed, Sarasa journeys across Japan to gain allies and defeat her enemies — all the while keeping her identity a secret!

Despite the failed rescue and blinding injuries she received in the attempt, Sarasa has gained more allies. While her situation has improved, the Red King's rule has finally been torn apart by outside influences. Now both find themselves in Okinawa — she to heal her eyes, he to heal his soul.

KEY SELLING POINTS

- A 27-volume series — over 14.5 million copies sold in Japan!
- Winner of the Shogakukan Manga Award For Best Female-Oriented Manga in 1993.
- Animated for Japanese television in 1999.
- From the creator of the two-volume manga series CHICAGO, also available from VIZ.



$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-369-2
UPC: 7-82009-16613
November 2004

BASARA ©1991 Yumi Tamura/Shogakukan, Inc. Note: cover art subject to change.

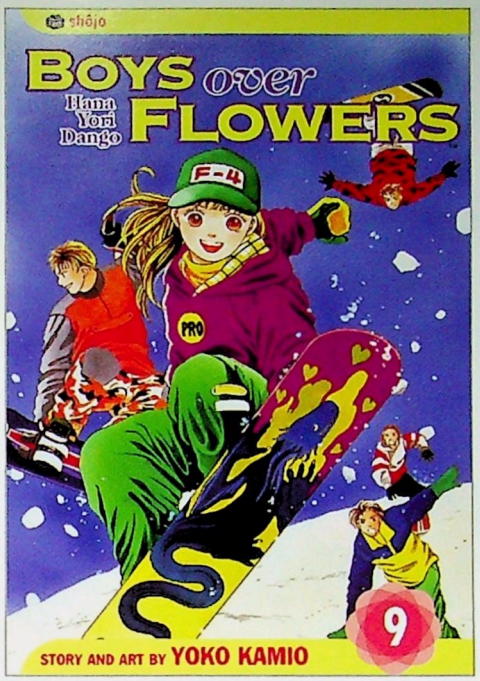
BASARA, VOLUME 10

Story & Art by Yumi Tamura

Shipwrecked in Okinawa, Sarasa has met Doctor Basho, who has healed her eyes, and Shuri, who has fled a coup in Sanyo. Together, they must help stop a plot to kill Okinawa's president and protect the independent nation from invasion!

$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-628-4
UPC: 7-82009-16623
January 2005

BASARA ©1991 Yumi Tamura/Shogakukan, Inc. Note: cover art subject to change.



HANA-YORI DANGO © 1992 by YOKO KAMIO / SHUEISHA Inc. Note: cover art subject to change.

BOYS OVER FLOWERS ~ HANA YORI DANGO, VOLUME 9

Story & Art by Yoko Kamio

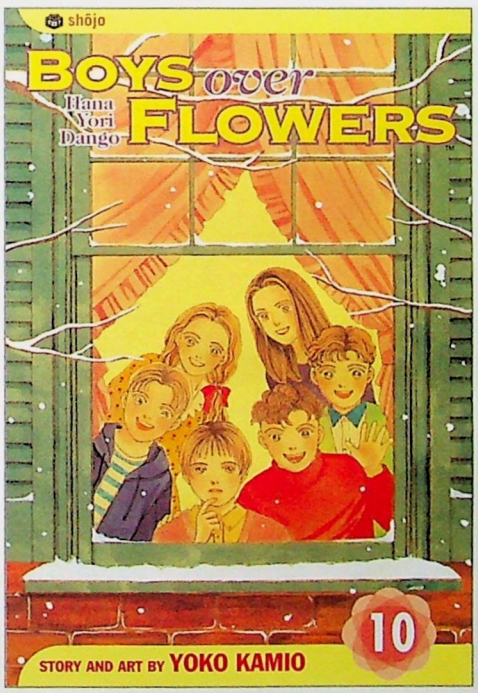
Just as Tsukushi thinks she can attend school unnoticed, the entire school starts bullying her. But when she finds herself in a love triangle with the two most popular boys, that's when the real trouble begins!

Could Tsukushi Makino really fall under Tsukasa Domyoji's spell? Desire and jealously walk hand in hand as the crazed Tsukasa seeks revenge on behalf of Tsukushi. Just when you think Tsukasa's mixture of cruelty and compassion is as perplexing as ever, Rui Hanazawa surprises everyone with his return from France!

KEY SELLING POINTS

- A 35-volume manga series, which concluded in July 2003 — over 35 million copies sold in Japan!
- Originally serialized in the Japanese comic anthology *Margaret Comics*, in 1992.
- A 51-episode anime series, also available from VIZ.
- Also spawned a live-action film and CD soundtracks.

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-372-2
UPC: 7-82009-17113
November 2004



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BOYS OVER FLOWERS ~ HANA YORI DANGO, VOLUME 10

Story & Art by Yoko Kamio

Tsukasa returns to Japan after he discovers the true identity of Tsukushi's "Kinsan." Tsukushi has trouble accepting this real identity. "Kinsan" invites Tsukushi to a swank party and bumps into Tsukasa who causes a major scene when "Kinsan" declares that he wants to marry Tsukushi. The media has field day with this and Tsukushi ends up on television and in the newspaper headlines the next morning!

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-629-2
UPC: 7-82009-17223
January 2005

CERES, CELESTIAL LEGEND, VOLUME 9: PROGENITOR

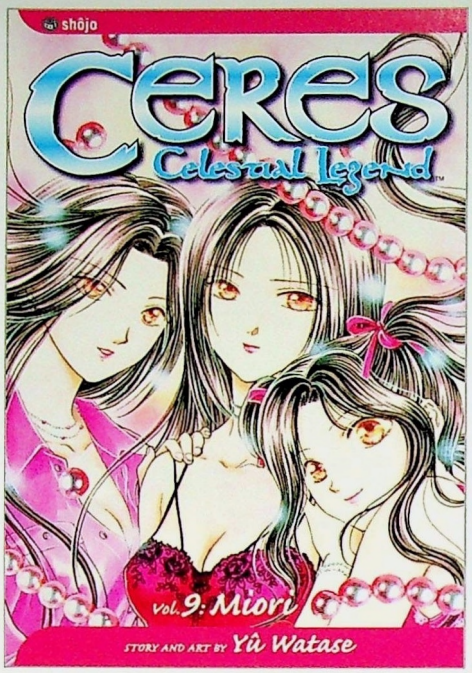
Story & Art by Yû Watase

Ceres, a vengeful angel, is reincarnated in Aya Mikage. Wanting revenge against Aya's family for past wrongs, Ceres' incredible power is about to manifest itself and Aya has become a liability to her influential family's interests. Will Aya prevail over the influence of Ceres, or will her family mark her for death?

Shocked to learn (from Aki, of all people!) that the entire "Tôya Mizuki" personality is false — a fiction, a cipher without a past of any kind — Tôya struggles to find his own identity. If he doesn't know who he is, how can he help Aya? While Aya recedes into herself, heartbroken and distraught over her separation with Tôya, Ceres must deal with a bitter and increasingly mad Miori, who blames Aya for everything. Will Aya emerge and face Miori's accusations, or leave her to Ceres? Later, Aki — still fully possessed by the "progenitor," the forefather of all the Mikage — launches a new scheme to claim Aya... his woman.

KEY SELLING POINTS

- A 14-volume manga series — over 3.6 million copies sold in Japan!
- A top-10 graphic novel in the U.S. from the creator of ALICE 19TH, FUSHIGI YÛGI, and IMADOKI.
- Also a 12-episode anime series — available on two Collector's Edition DVD box sets from VIZ.



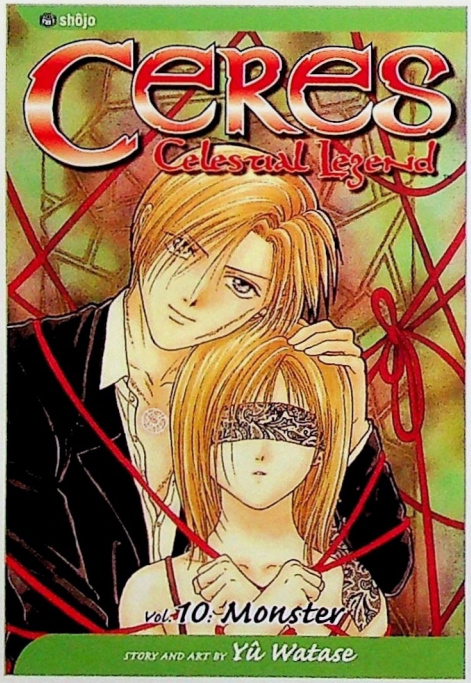
$9.95 USA/$14.50 CDN, 208 pages
ISBN: 1-59116-261-0
UPC: 7-82009-15553
October 2004

CERES ©1997 Yuu Watase/Shogakukan, Inc. Note: cover art subject to change.

CERES, CELESTIAL LEGEND, VOLUME 10: MONSTER

Story & Art by Yû Watase

Their search for the celestial robes or "hagoromo" resumed, Aya and Yûhi transfer to yet another new school. But, here, their problems are more serious than just making new friends. Aki — or, should we say, the Progenitor — is on-campus and making Aya's life hell. And then there's a kind of actual hell itself, in the form of a beneath-school passageway, where a... creature... is said to roam. Is there any truth to Aki's claim that the monster is the daughter of a priest who made the grave error of angering a celestial maiden or "ten'nyo" hundreds of years ago? Speaking of ten'nyo, Aya has vowed to never release Ceres again. But Aki has made his own vow and he will claim Ceres — his woman — one way or the other...



$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-262-9
UPC: 7-82009-15563
January 2005

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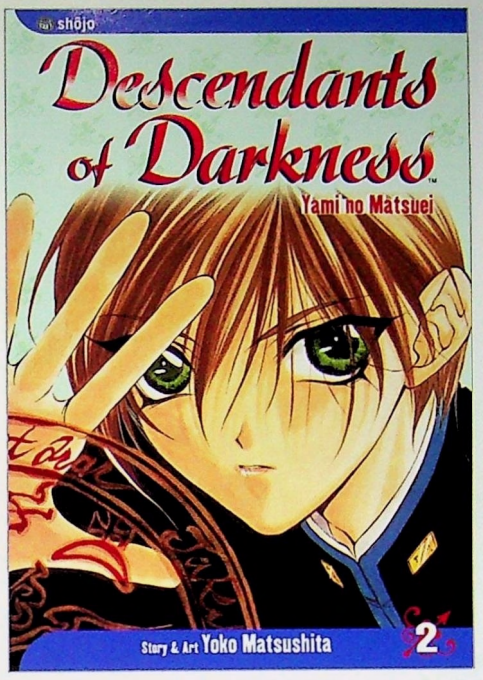
DESCENDANTS OF DARKNESS ©Yoko Matsushita 1996/HAKUSENSHA, Inc. Note: cover art subject to change.



DESCENDANTS OF DARKNESS, VOLUME 2

Story & Art by Yoko Matsushita

As a god of death, Tsuzuki has a lot to think about. First, he has to escort the dead to the afterlife, plus there's also endless bureaucracy to deal with. But despite the paperwork and budgetary concerns, death is big business… and business is good!

Hisae is a fatally ill dancer who is stubbornly clinging to life for the chance to compete in one final dance contest. Tsuzuki arrives just in time to witness the aftermath of a horrific crime — Hisae's home is splattered with blood! Who is responsible for the gory graffiti?

Alas, it looks like there's going to be a little bit of overtime on Tsuzuki's timecard this week…

$9.99 USA/$14.50 CDN, 208 pages
ISBN: 1-59116-597-0
UPC: 7-82009-19563
October 2004

KEY SELLING POINTS

- An ongoing series in Japan — 11 volumes published to date.
- Also a 13-episode anime series, now available in U.S.

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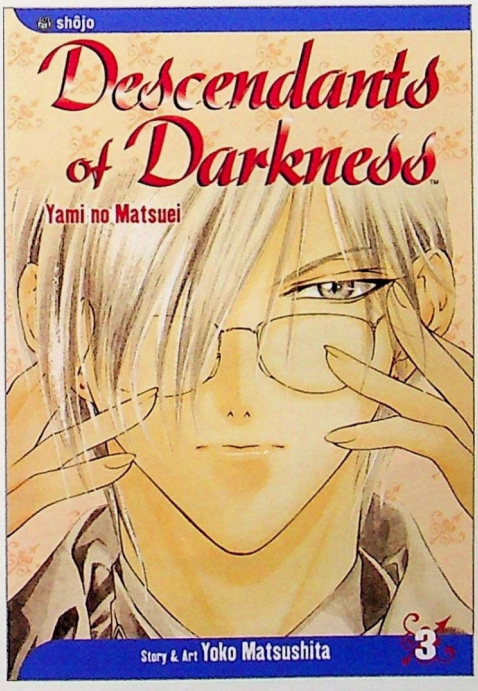


DESCENDANTS OF DARKNESS, VOLUME 3

Story & Art by Yoko Matsushita

The business of death is never simple. Booked on a cruise ship headed for Hong Kong, Asato Tsuzuki finds himself entangled in yet another one of Dr. Muraki's neferious schemes.

There's a killer on the loose and corpses are piling up at an alarming rate. Tsuzuki immediately suspects his old nemesis is somehow involved. But his theory falls apart when Muraki unexpectedly becomes one of the murderer's victims!

$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-460-5
UPC: 7-82009-18703
December 2004

FUSHIGI YÛGI, VOLUME 5: RIVAL (2nd edition)

Story & Art by Yû Watase

Carefree coed Miaka, together with her best friend Yui, finds a book entitled "The Universe of the Four Gods." Far from being just a dusty old tome, the book is magic, and it transports them both into its story and the world described therein. Trapped in a parallel world strangely like ancient China, Miaka is at a loss until she is identified as a prophesied priestess of the god Suzaku, come from another world. But the journey has just begun, for now she must find and befriend seven Celestial Warriors to summon the power of Suzaku, fulfill her wish and find her true love.

To save her newly adoptive country of Hong-Nan, Miaka must venture into the heart of the enemy's capital. Her mission: to retrieve her true love, Tamahome; outwit the unscrupulous general Nakago; and confront Yui, the girl who was once her best friend, but is now her vindictive rival!

KEY SELLING POINTS

- An 18-volume manga series — over 12.9 million copies sold in Japan!
- Originally serialized in Japan's manga anthology *Shôjo Comics*.
- From the creator of ALICE 19TH, CERES, and IMADOKI.
- Also produced as an animated TV series in 1995, followed by three OAV series continuations.

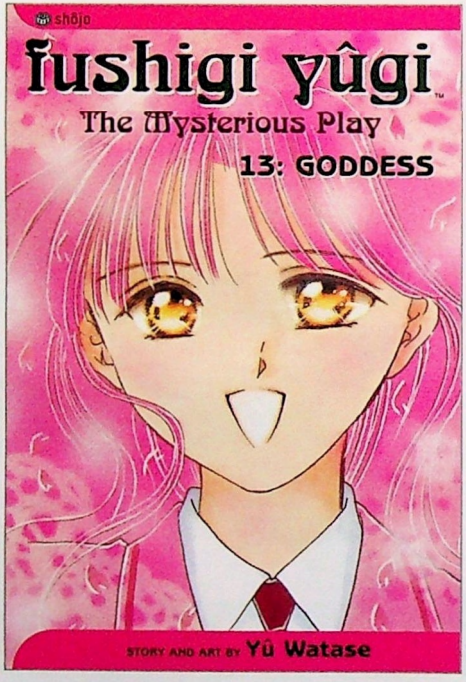
$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-097-9
UPC: 7-82009-19683
December 2004

FUSHIGI YÛGI ©1992 Yuu Watase/Shogakukan, Inc. Note: cover art subject to change.

FUSHIGI YÛGI, VOLUME 13: GODDESS

Story & Art by Yû Watase

Nakago has entered the real world to collect on Yui's promise to grant him the third and final Seiryu wish. But his wish may have the greatest consequence of all for Yui! Miaka summons Suzaku, but is it too late to protect her world and the world of the book?



$9.95 USA/$14.50 CDN, 208 pages
ISBN: 1-59116-086-3
UPC: 7-82009-19693
December 2004

FUSHIGI YÛGI ©1992 Yuu Watase/Shogakukan, Inc. Note: cover art subject to change.

HANA-KIMI ©Hisaya Nakajo 1997/HAKUSENSHA, Inc. Note: cover art subject to change.

HANA-KIMI, VOLUME 2

Story & Art by Hisaya Nakajo

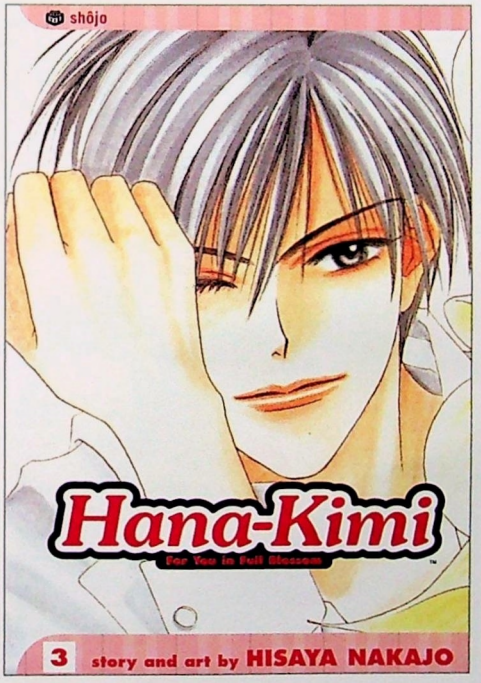
Mizuki will do anything to get close to her idol, Izumi Sano — even transfer to an all-boys high school! Now, Mizuki must disguise herself in the classroom, locker room, and even her own bedroom. How will everyone react to the new transfer student who looks like a very pretty boy?

Izumi Sano has realized that his slender new roommate Miyuki is a girl, but she doesn't know he knows — and he's not sure what to do. It seemed like they were becoming good friends, without worrying about "guy" or "girl" stuff — or so Miyuki thought until Izumi kissed her one night! Before Miyuki has time to freak out, in steps a bigger problem: her American half-brother Shizuki, who's not too thrilled to find out that his little sister is cross-dressing 24 hours a day. But handsome Shizuki has problems of his own…

$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-298-6
UPC: 7-82009-17843
October 2004

KEY SELLING POINTS

- Also known as Hanazakari no Kimitachi he (For You in Full Blossom).
- Third and longest-running series from Hisaya Nakajo.
- Originally serialized in the bi-weekly manga anthology *Hana to Yume* (Flowers and Dreams) from Hakusensha.
- Multiple product brand in Japan — pencil boards, calendars, CDs, character books, and stationary sets.



HANA-KIMI ©Hisaya Nakajo 1997/HAKUSENSHA, Inc. Note: cover art subject to change.

HANA-KIMI, VOLUME 3

Story & Art by Hisaya Nakajo

Izumi, his friend Nakatsu and our crossdressing heroine Miyuki are hired to work at a beach chalet run by the family of school nurse Dr. Umeda! But when Kagurazaka — Izumi's high-jump rival — shows up with his two younger sisters in tow, the job gets personal! Kagurazaka's attractive sister Tamami has a crush on Izumi too, and she sees Izumi's classmate Miyuki as a way to find out about the object of her affections. And then someone realizes that Miyuki's actually a girl…

$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-399-4
UPC: 7-82009-17853
December 2004

HOT GIMMICK, VOLUME 7

Story & Art by Miki Aihara

Hatsumi will do anything to keep a family secret — even enslave herself to her childhood bully, Ryoki. Forced to do what he wants when he wants, Hatsumi soon finds herself in some pretty compromising positions!

But she says he's just a friend… well that's not how Ryoki feels. His New Year's fete with our hapless heroine Hatsumi didn't go according to plan, so childhood bully/potential boyfriend Ryoki hightails it back home in a huff. Luckily, Hatsumi's heavenly older brother Shinogu is there to give her a lift back to civilization. A botched burglary at the Narita household leaves Hatsumi panicky and, in an act that goes way against character, Ryoki lends her a hand, but their affections do not go unseen. Will Hatsumi and Ryoki's feelings be able to survive the harsh scrutiny of company-housing life?

KEY SELLING POINTS

- Ongoing series in Japan, with seven volumes to date — over 1.9 million copies sold!
- Started its publication with the December 2000 issue of shôjo manga magazine *Betsucomi* (Bessatsu Shôjo-Comic).
- A perennial top 10 manga title in Japan.

$9.99 USA/$14.50 CDN, 192 pages
ISBN: 1-56931-502-4
UPC: 7-82009-18913
October 2004

HOT GIMMICK ©2001 Miki Aihara/Shogakukan, Inc. Note: cover art subject to change.

IMADOKI! VOLUME 3: DAFFODIL

Story & Art by Yû Watase

For Tanpopo, life at the elitist Meio Academy seems way out of her league. Hoping to make friends and have some fun, she starts a gardening committee, but will this help Tanpopo survive in a school where superficiality and nepotism reign supreme?

Every club needs to take a fieldtrip, and Tanpopo's Gardening Committee is no exception. Koki gets a tip that his elusive older brother may be living incognito in Hokkaido, so the rest of the group packs their bags and heads north with him. Tanpopo is doubly pleased because this extracurricular excursion affords her the rare opportunity to visit her former home — a place far different from the hustle and bustle of big city life. Later, when Koki's betrothed, Erika, shows up as a new transfer student, it'll take more than flowers to soothe the situation at Meio Academy.

KEY SELLING POINTS

- A 5-volume manga series selling over 620,000 copies in Japan.
- From the creator of ALICE 19TH, FUSHIGI YÛGI, and CERES, CELESTIAL LEGEND.
- VIZ's most requested Yû Watase series!

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-504-0
UPC: 7-82009-18883
October 2004

IMADOKI! ©2000 Yuu Watase/Shogakukan, Inc. Note: cover art subject to change.

IMADOKI! ©2000 Yuu Watase/Shogakukan, Inc. Note: cover art subject to change.

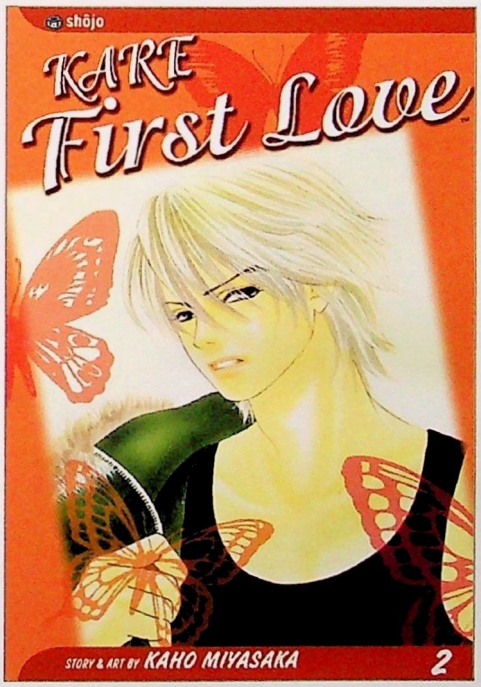
IMADOKI! VOLUME 4: ROSE

Story & Art by Yû Watase

When Koki's mysterious older brother Youji shows a blossoming interest in her, Tanpopo finds him hard to resist. In order to give her feelings for Koki a rest, Tanpopo quits the Gardening Committee, and without her the club falls apart.

Tanpopo has her hands full when her friends start aggressively recruiting her to rejoin the committee and Koki expresses his true feelings for her. As usual, it is up to Tanpopo to make sure everything comes up roses!

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-618-7
UPC: 7-82009-19823
December 2004



KARE FIRST LOVE ©2002 Kaho Miyasaka/ Shogakukan, Inc. Note: cover art subject to change.

KARE FIRST LOVE, VOLUME 2

Story & Art by Kaho Miyasaka

What do you do when the boy flirting with you is the object of your friend's desire? Between friendship and love, what will Karin choose? Experience the roller coaster ride of a girl's first love and first kiss. But this is high school and living happily ever after isn't on the curriculum!

Insecure and bespectacled student Karin Karino experiences the bumpy ride of first love in this touching drama set against the backdrop of typical high school life. When she becomes handsome Kiriya's object of affection, she wonders if she can truly deal with the consequences. Upon finding out that Kiriya had asked Karin to be his girlfriend, Karin's schoolmate Yuka bullies her and pushes her down a stairway to depression. Later, Kiriya asks Karin to go on a trip over their summer vacation, but things don't go as planned. Can Kiriya bring Karin happiness? Or does his love just spell trouble?

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-395-1
UPC: 7-82009-17153
November 2004

KEY SELLING POINTS

- An ongoing series in Japan — over 1.5MM copies sold to date!
- Japanese release of Volume 7 in February 2004.
- Originally serialized in Japan's manga anthology *Shojo Comics*. Also serialized in magazines in Taiwan, Malaysia, Thailand, and Korea.

PLEASE SAVE MY EARTH, VOLUME 7

Story & Art by Saki Hiwatari

High school student Alice Sakaguchi has recurring dreams that she's part of a team of seven alien scientists from the moon. She doesn't believe it until she keeps meeting other people with the same strange dreams. Part science fiction, part fantasy — Alice doesn't think she lives on planet Earth anymore, and she's right...

The others are remembering their passwords and growing suspicious of "Shion." Rin's cancellation of his engagement to Alice has caused her to consider that she might be Mokuren. Everything's going according to Rin's plan... or so he thinks! Tamura's connections are beginning to come into play. His friend's psychic brother, Mikuro, has paid a visit to Haruhiko, leaving him a mysterious warning about the physical strain of teleporting. What harm might come from his benign advice?

KEY SELLING POINTS

- A 21-volume graphic novel series.
- Originally serialized in Japan's *Hana to Yume* from 1987 to 1994.
- Japanese tankouban published from 1987 to 1994 by Hakusensha, Inc.
- Anime OAV series available on DVD from VIZ.

$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-270-X
UPC: 7-82009-16363
October 2004

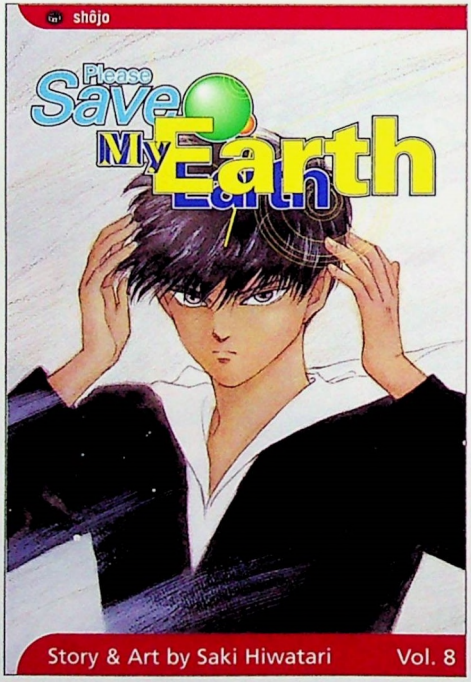
PLEASE SAVE MY EARTH © Saki Hiwatari 1988/HAKUSENSHA, Inc. Note: cover art subject to change.

PLEASE SAVE MY EARTH, VOLUME 8

Story & Art by Saki Hiwatari

Are the woes of the present meant to be endured for the promise of a better future or to atone for past wrongs? The singularly unique concept behind PLEASE SAVE MY EARTH turns the everyday lives of its characters into a captivating epic of love, fate and faith.

Haruhiko has unknowingly failed to intercept his revealing letter to Tamura. The letter convinces Mrs. Yakushimaru to allow her sons, including the psychic Mikuro, to aid Tamura. But when Mikuro mysteriously slips Haruhiko a warning, Haruhiko thinks he's Rin's ally. Once he sees the note, Rin calls out Tamura and Mikuro. Into the middle of the resulting psychic battle enters Haruhiko. Can he convince Rin to stop? Will his diseased heart survive if he doesn't?



$9.99 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-271-8
UPC: 7-82009-16373
December 2004

PLEASE SAVE MY EARTH © Saki Hiwatari 1989/HAKUSENSHA, Inc. Note: cover art subject to change.

RED RIVER ©1995 Chie Shinohara/Shogakukan, Inc. Note: cover art subject to change.

RED RIVER, VOLUME 3

Story & Art by Chie Shinohara

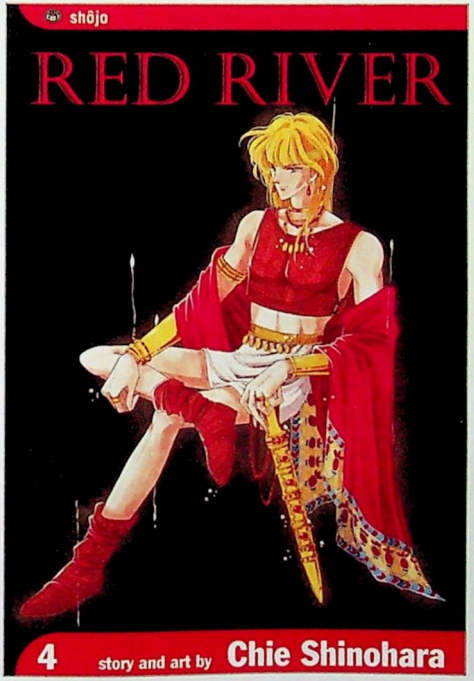
Soon after her first kiss, Yuri is pulled into a puddle and transported to an ancient Middle Eastern village. Surrounded by strange people speaking a language she can't understand, Yuri has no idea how to get back home and is soon embroiled in the politics and romance of the Middle East. If a kiss helped get Yuri into this mess, can a kiss get her out?

Yuri learns the secrets of the Iron Age as her quest to return to her own time continues. Her protector, the dashing Prince Kail, learns that war with a neighboring kingdom is imminent. At the dawn of the war, Yuri and Kail express their growing feelings for one another. The romantic adventure intensifies as Yuri's relationship with Prince Kail (and her chastity) is threatened by an unexpected interloper — the prince's own half brother!

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-431-1
UPC: 7-82009-18053
October 2004

KEY SELLING POINTS

- A 28-volume manga series — over 15.3 million copies sold in Japan!
- Volumes 1-9 had over 20 reprints each!



RED RIVER ©1995 Chie Shinohara/Shogakukan, Inc. Note: cover art subject to change.

RED RIVER, VOLUME 4

Story & Art by Chie Shinohara

As a battle between the ancient empires of Hattusa and Mittani rages on, Yuri is pulled away by Zannanza, Prince Kail's half-brother.

However, modern-day teen Yuri is thought to be good luck on the battlefield, and Kail wants Yuri to fight alongside him for the kingdom of Hattusa. Knowing that the time will soon come when he must send Yuri back to her own time, Kail struggles with his inner desire to keep her with him forever…

$9.95 USA/$14.50 CDN, 192 pages
ISBN: 1-59116-432-X
UPC: 7-82009-18063
December 2004

SENSUAL PHRASE, VOLUME 5

Story & Art by Mayu Shinjo

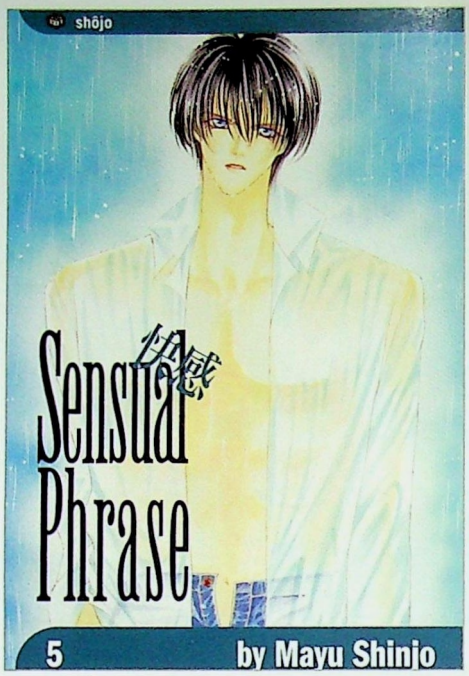
When destiny introduces Aine to Sakuya, the lead singer of Lucifer, she gets a songwriting career and a more-than-professional interest in Sakuya. Problem is, Sakuya thinks it's Aine's purity that makes her lyrics about love so… hot. Will Aine become another groupie? Or, will she discover the love she's been writing — and dreaming — about?

Things are really heating up between Lucifer and Jesus. Not only are the two supergroups battling each other to capture the top spot on the music charts… each band's singer is courting the affections of a single girl! Brainwashed and confused, Aine considers a brief dalliance with Tomoyuki, the sexy frontman for Jesus. But when Sakuya, her true love, suffers a near-fatal accident, she's thrown into a tizzy.

Torn between two lovers, Aine has inadvertently attracted the attention of Japan's gossip magazines. Now under the intense scrutiny of the media, she must decide who she loves the most: Jesus or Lucifer!

KEY SELLING POINTS

- A 17-volume manga series — over 7.4 million copies sold in Japan!
- Inspired a spin-off band called Lucifer.
- Also a 44-episode anime series in Japan.



$9.95 USA/$14.50 CDN, 200 pages
ISBN: 1-59116-560-1
UPC: 7-82009-19353
November 2004

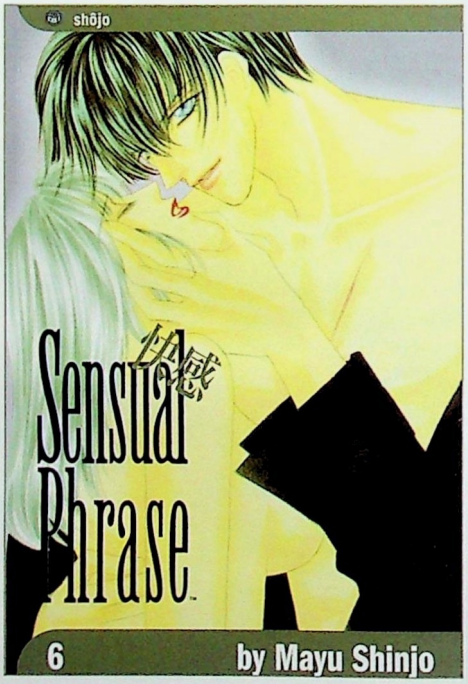
SENSUAL PHRASE ©1997 Mayu Shinjo/Shogakukan, Inc. Note: cover art subject to change.

SENSUAL PHRASE, VOLUME 6

Story & Art by Mayu Shinjo

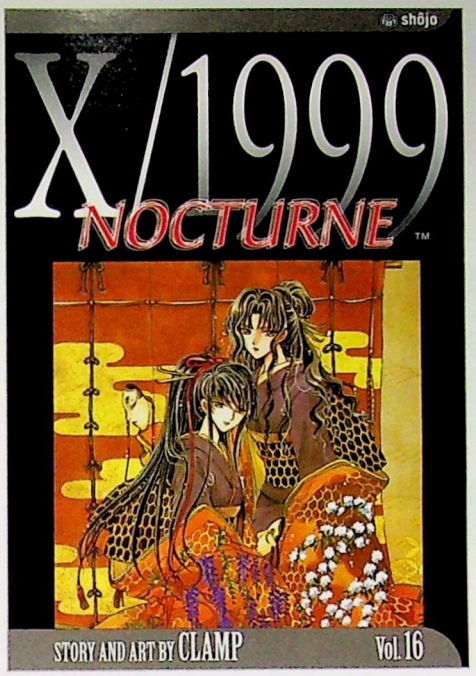
In the beginning their love was a precious secret. Sakuya, the lead singer for Lucifer, was the seemingly unattainable object of desire for millions of hopeful women. Aine was a young and naïve lyricist who suddenly found herself in the middle of a raucous rock'n'roll circus. The two lovers fell into each other's arms one night and tried their best to keep the torrid affair private.

Now, in a press conference that surprises everyone, Sakuya publicly declares his love for the petite towhead songstress. But Aine, much to Sakuya's chagrin, is far from happy. Although she loves him madly, Aine is worried about her future with the intense and reedy superstar. Suffering In silence, she's been waking up with morning sickness. The world of rock'n'roll is no place for children and Aine is afraid that a spawn of Lucifer will cool the heat Sakuya feels for her.



$9.99 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-671-3
UPC: 7-82009-20083
January 2005

SENSUAL PHRASE ©1997 Mayu Shinjo/Shogakukan, Inc. Note: cover art subject to change.



X/1999 ©2001 CLAMP Note: cover art subject to change.

X/1999, VOLUME 16: NOCTURNE

Story & Art by CLAMP

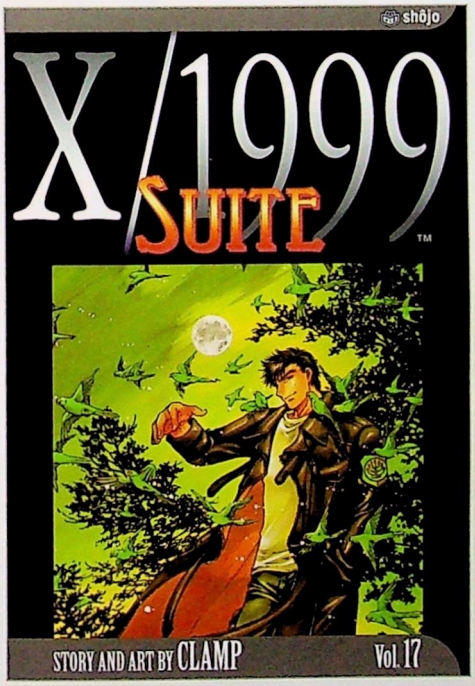
The fate of the world is at stake in this gorgeously illustrated masterwork from the four-woman artistic team CLAMP! Kamui Shiro is a young man who was born with the power to decide the fate of the Earth itself — a destiny he can barely bring himself to believe. But as other players in the prophecy begin to gather around him — the "Seven Seals," with the power to protect the Earth, and the "Seven Harbingers," who are fated to destroy it — he has no choice but to come to terms with his fate.

Years of twisted love and bitterness lead at last to a final conflict, as longtime rivals Subaru and Seishiro face each other and their own darknesses in a desperate battle on the Rainbow Bridge.

KEY SELLING POINTS

- A 18+ volume manga series.
- Inspired X: *The Movie*, a beautifully animated full-length motion picture, which debuted to rave reviews in Japan in 1997.
- Movie available in the U.S. from Manga Entertainment; TV series available from Pioneer.

$9.95 USA/$14.50 CDN, 184 pages
ISBN: 1-59116-596-2
UPC: 7-82009-19553
October 2004



X/1999 ©2001 CLAMP Note: cover art subject to change.

X/1999, VOLUME 17: SUITE

Story & Art by CLAMP

Tokyo is in shambles. With Subaru missing and their Dreamseer's predictions foiled, the Seven Seals have decided to roam the city in pairs. Arashi and Yuzuriha must fight for their lives defending Inogashira Park against the Harbinger Satsuki and her monstrous computer, "The Beast," while Kamui and Sorata uncover the horrible truth behind Princess Hinoto.

$9.95 USA/$14.50 CDN, 176 pages
ISBN: 1-59116-682-9
UPC: 7-82009-20183
December 2004

Notes

SHONEN JUMP

shô•nen jump (shô´nen jump) n. 1. Manga appealing to mostly male readers. 2. Exciting stories from characters featured in SHONEN JUMP Magazine. 3. The world's most popular manga.

BEET THE VANDEL BUSTER, VOLUME 2

Story by Riku Sanjo, Art by Koji Inada

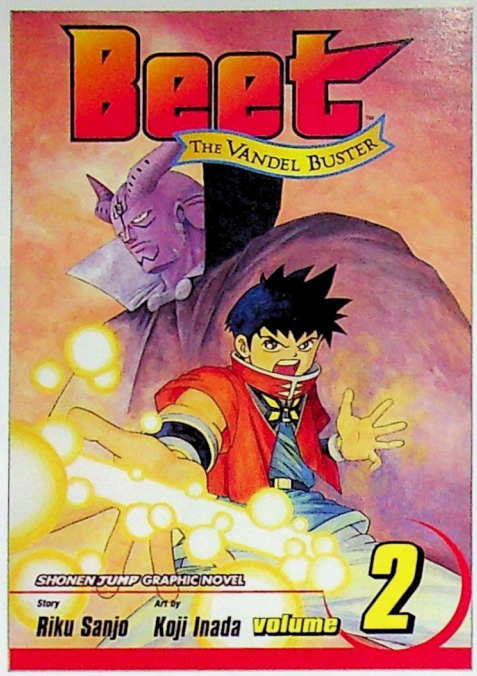
During the Dark Century, demons known as Vandels unleash monsters that terrorize the world. Beet, a boy from a remote region known as the Uncruz, endures three years of training and sets out on a quest to defeat the Vandels. Hidden at his chest, Beet carries with him five supreme weapons and is destined to one day become the Adventure King.

Not only is Beet's archenemy, Beltorze, alive — he's more powerful than ever. Beltorze has returned as the strongest Vandel of all. And after meeting with Shagie, chief of the Dark House of Sorcery, he could become even stronger!

On their way to the port town of Ladoh, Beet and Poala meet a new enemy, the vandel Grineed. He tries to kidnap Poala and Beet must act quickly to save her. Even worse, Beltorze appears and he and Beet face-off in a death match that will leave both changed forever.

KEY SELLING POINTS

- An ongoing manga series in Japan—6 volumes to date.
- From the team that created *Dragon Quest: The Great Adventures of Dai.*
- Video game for PS2 and Game Boy Advance released in Japan in 2004.
- Anime series to air in Japan in Fall 2004.



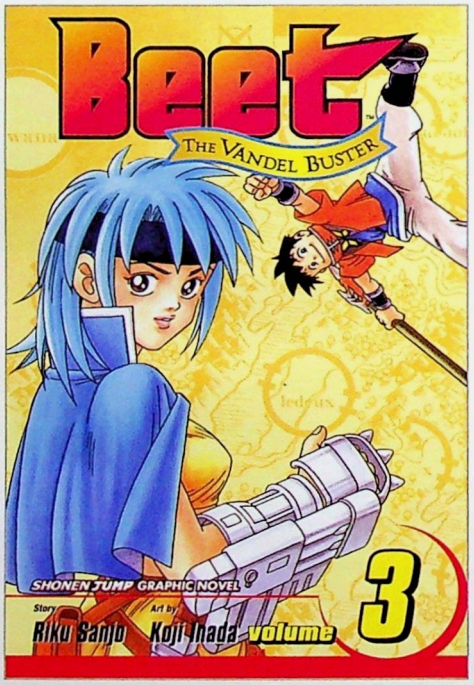
$7.99 USA/$11.99 CDN, 232 pages
ISBN: 1-59116-691-8
UPC: 7-82009-20263
November 2004

BOUKEN OH BEET — BEET THE VANDEL BUSTER — © 2002 RIKU SANJO, KOJI INADA / SHUEISHA, Inc. Note: cover art subject to change.

BEET THE VANDEL BUSTER, VOLUME 3

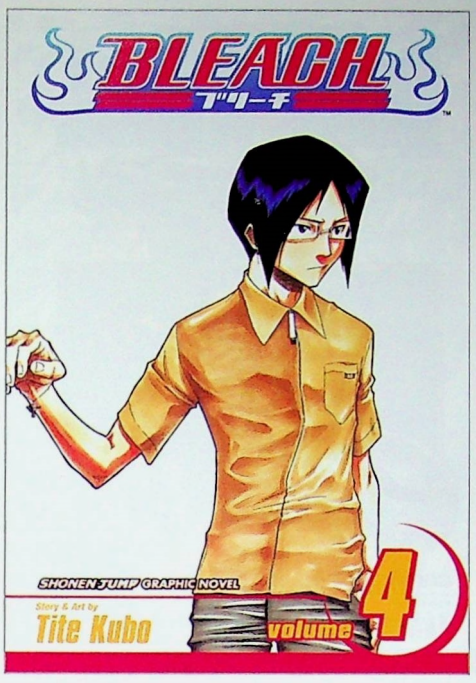
Story by Riku Sanjo, Art by Koji Inada

As anticipated, Beltorze was not dead. Rising from the rubble, Beltorze points out to Beet that he might have learned to use the five excellent Saiga, but he's not powerful enough to bring out their true strength. As if to prove Beltorze's point, the Excellion Blade crumbles in front of Beet's very eyes. Angry, Beet tries to fight back, bringing out Cyclone Gunner too, but it doesn't work either. Not only does he become completely ineffective against Beltorze, but he feels dizzy, as if he is about to fall asleep again. If Poala doesn't jump in to save Beet, it's all over. Despite the poison that's now eating through her body, Poala tries to protect Beet.



$7.99 USA/$11.99 CDN, 232 pages
ISBN: 1-59116-693-4
UPC: 7-82009-20283
January 2005

BOUKEN OH BEET — BEET THE VANDEL BUSTER — © 2002 RIKU SANJO, KOJI INADA / SHUEISHA, Inc. Note: cover art subject to change.



BLEACH © 2001 by TITE KUBO / SHUEISHA Inc. Note: cover art subject to change.

BLEACH, VOLUME 4: QUINCY ARCHER HATES YOU

Story & Art by Tite Kubo

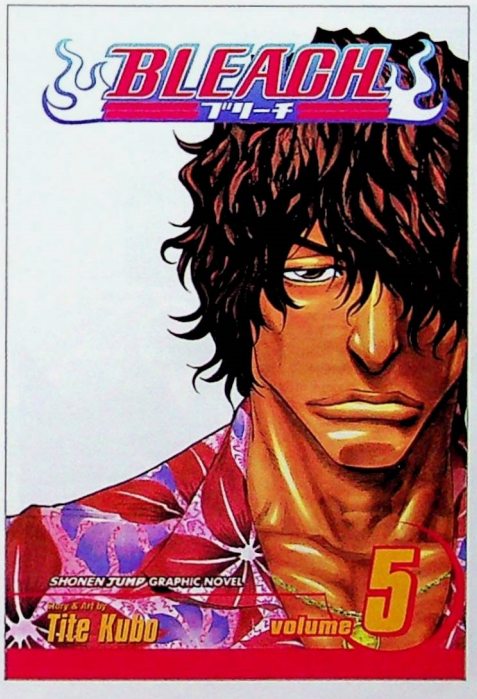
Ichigo Kurosaki has always been able to see ghosts, but this ability doesn't change his life nearly as much as his close encounter with Rukia Kuchiki, a shinigami and member of the mysterious Soul Society. When Ichigo absorbs every last drop of her energy, he quickly learns that the world he inhabits is one full of dangerous spirits and it's his job to both protect the innocent and help the spirits find peace.

A new reality-show craze is sweeping the nation, garnering legions of screaming fans (the majority of them being teenaged girls). But this program comes with a supernatural twist — the host, a media-savvy spiritualist, travels to local hotspots and performs exorcisms, live on national TV! Surly Soul Reaper Ichigo Kurosaki has his doubts about this prime-time prima donna, and his assumptions are about to be put to the test — the show is heading straight for Ichigo's neighborhood! What effect will this unprovoked media presence have on the fragile relationship between Earth and the spirit world?

KEY SELLING POINTS

- An ongoing manga series in Japan — 12 graphic novels published to date..
- Originally serialized in Japan's manga anthology Weekly *Shonen Jump*.

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-444-3
UPC: 7-82009-18173
November 2004



BLEACH © 2001 by TITE KUBO / SHUEISHA Inc. Note: cover art subject to change.

BLEACH, VOLUME 5: RIGHT ARM OF THE GIANT

Story & Art by Tite Kubo

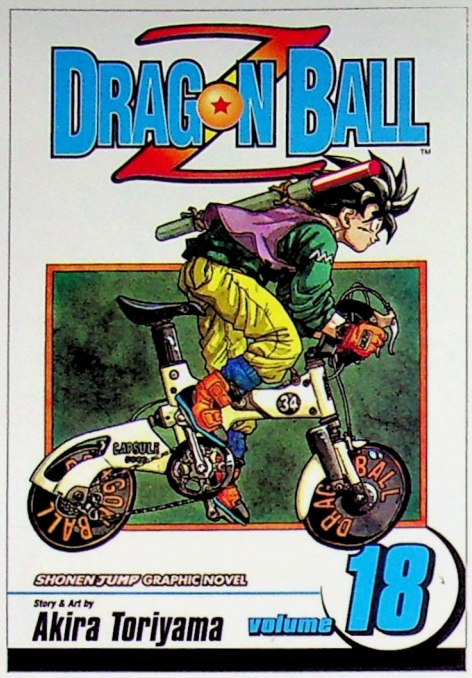
Ichigo Kurosaki thought that Soul Reapers were the only ones hunting Hollows, but he was wrong. Enter Uryû Ishida, a Quincy, and possibly the last member of a powerful clan that died out over 200 years ago. Unlike Soul Reapers who strive to cleanse Hollows of their sins and send them to the Soul Society, Quincys adopt a more direct approach — they kill Hollows without hesitation. To demonstrate the supremacy of a Quincys ways, Uryû challenges Ichigo to a contest — bait is spread around the city, attracting a large number of unstable Hollows. Whoever defeats the most wins, regardless of the danger.

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-445-1
UPC: 7-82009-18183
January 2005

DRAGON BALL Z, VOLUME 18

Story & Art by Akira Toriyama

The day of the Cell Game has come — the day when Earth's champions must compete to save the entire human race from destruction. All along, Cell has longed for a match with Goku, to crush the world's mightiest hero and establish its supremacy over all creation. Both of them have enough power flowing through their bodies to destroy the earth. But Goku knows something that Cell doesn't… he isn't the world's mightiest hero. That hero is Gohan, Goku's son…



KEY SELLING POINTS

- Over 500,000 copies sold combined in the DRAGON BALL and DRAGON BALL Z series.
- Adapted into a 400+ episode anime TV series — a top-rated show on the Cartoon Network.
- Over 15 million home videos sold.
- Multiple product brand — sequel anime Dragon Ball GT, numerous movies and merchandise, and over 30 video games.
- Serialized in *SHONEN JUMP Magazine.*

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-637-3
UPC: 7-82009-16693
December 2004

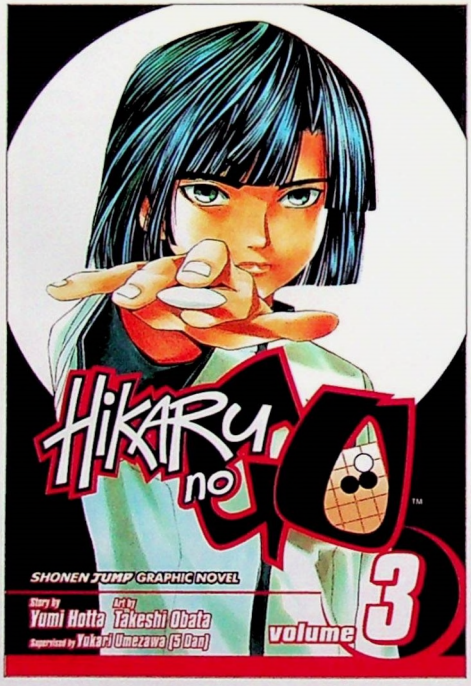
DRAGON BALL © 1984 by BIRD STUDIO / SHUEISHA Inc. Note: cover art subject to change.

HIKARU NO GO, VOLUME 3

Story by Yumi Hotta, Art by Takeshi Obata

One day, sixth-grader Hikaru Shindo finds an old bloodstained Go board possessed by Fujiwara-no-Sai, the ghost of an ancient Go master. In one fateful moment, Sai becomes a part of Hikaru's consciousness and together they make an unstoppable Go-playing team. Will they be able to defeat Go players who have dedicated their lives to the game? Will Sai achieve the "Divine Move" so he'll finally be able to rest in peace?

Akira is beginning a new school year at Kaio Middle School. With his daunting reputation as the Toya Meijin's son, Akira finds he must prove himself to more than a few mean and jealous classmates. With the help of upperclassman Yuri Hidaka, Akira finds the confidence to persevere in his hunt to beat Hikaru. Meanwhile, Hikaru is having a hard enough time just trying to find a third teammate to play on the Haze Middle School Go Club. Then Akari, Kimihiro and Hikaru discover there is someone worthy enough to possibly help them win some Go tournaments yet. Will Yuki Mitani be a good teammate or shy away from legitimate ways of winning money?

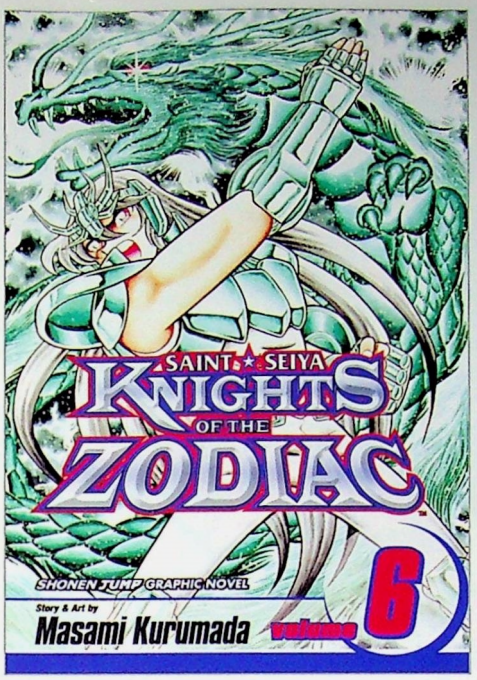


KEY SELLING POINTS

- Over 22 million copies sold in Japan!
- Following series completion, demands for a sequel are strong.
- Series creator supervised by Yukari Umezawa (5 DAN), an expert on the game of Go and the consultant for the manga series.
- Serialized in *SHONEN JUMP Magazine.*

$7.95 USA/$11.95 CDN, 208 pages
ISBN: 1-59116-687-X
UPC: 7-82009-20223
January 2005

HIKARU-NO GO © 1998 by YUMI HOTTA, TAKESHI OBATA / SHUEISHA Inc. Note: cover art subject to change.



SAINT SEIYA © 1986 by MASAMI KURUMADA / SHUEISHA Inc. Note: cover art subject to change.

KNIGHTS OF THE ZODIAC (SAINT SEIYA), VOLUME 6

Story & Art by Masami Kurumada

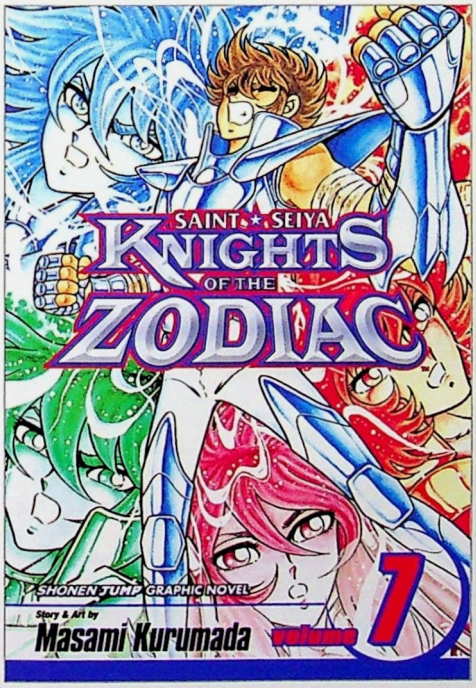
This popular series stars a team of beautiful boy heroes who wear cool transforming armor (based on the western zodiac) and exhibit a devastating array of martial arts attacks named after star constellations. Using a storyline borrowed from Greek mythology, KNIGHTS OF THE ZODIAC is intended for boys but has enjoyed a huge female following.

Pegasus Knight Seiya, and the rest of the Knights of the Zodiac, are warriors who put their lives in peril to defend the universe from the forces of evil. This means they will do whatever is necessary to win, even if they are killed in the process. Seiya finds out this the hard way when he is forced to bury some of his bravest comrades who have fallen in the battle. While he is lamenting their demise, on the rocky beach where he buried them, he is suddenly attacked! There is trickery afoot, and Seiya must confront those responsible in a fearsome showdown!

KEY SELLING POINTS

- National TV, print advertising (Disney Adventures, GamePro Magazine).
- Already an international mega-hit in Asia, Europe and South America.
- Over 25 million action figures sold globally — toys available in U.S. and Canada through Bandai.
- Home video distributed through ADV.

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-525-3
UPC: 7-82009-16253
October 2004



SAINT SEIYA © 1986 by MASAMI KURUMADA / SHUEISHA Inc. Note: cover art subject to change.

KNIGHTS OF THE ZODIAC (SAINT SEIYA), VOLUME 7

Story & Art by Masami Kurumada

The Bronze Knights... turned to stone? Seiya and his companions face a challenge unlike any other in their battle against Argol, who carries a shield decorated with the head of the legendary Medusa. One by one, the Knights are transformed into stone statues, until one is forced to do the unthinkable to escape Medusa's piercing gaze...

The Bronze Knights' rebellion is underway — but Sanctuary, headquarters of Knighthood, has mobilized its forces against them. The mysterious Master of Sanctuary, who hides his face even from his closest followers, is determined to make the Bronze Knights an example to all those who would dare challenge his power. To stop Seiya from winning his freedom, he calls down the most powerful warriors in the cosmos: the Gold Knights!

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-616-0
UPC: 7-82009-16263
December 2004

NARUTO, VOLUME 5

Story & Art by Masashi Kishimoto

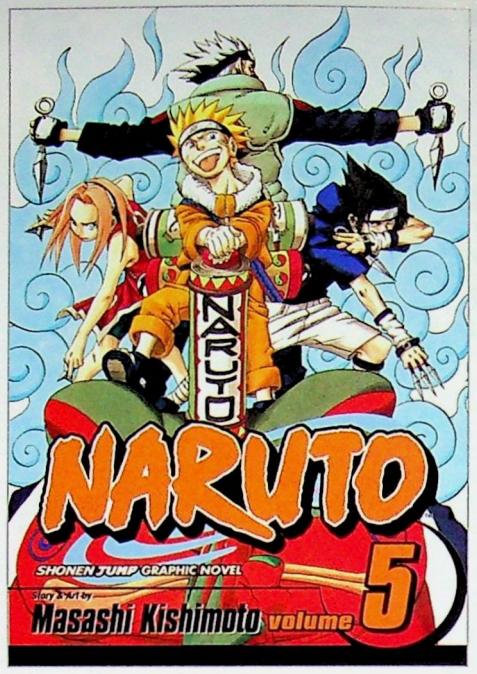
In another world, ninja are the ultimate power. Today, a troublemaking orphan named Uzumaki Naruto is struggling to graduate from the Ninja Academy to become the next Hokage, the village champion. But unknown to Naruto, a terrifying force is hidden within him.

In the course of their training, student ninja Naruto, Sakura and Sasuke have fought deadly assassins, learned incredible feats of magic and martial arts, and danced along the brink of death. Now they're facing the most terrifying challenge of all: exams!

The three ninja-in-training have signed up for the Journeyman Ninja Selection Exams, which they must pass if they ever want to advance to the rank of full-fledged shinobi. They learn too late how grueling the exams are… and how dangerous. If the tests of skill, stealth, and battle prowess don't kill them, their fellow junior ninja will. And, since the three pass or fail as a group, they're only as strong as their weakest link... Naruto!

KEY SELLING POINTS

- Recognized on USA Today's Top 150 Book List.
- Debuted as one of the best-selling manga titles in the U.S. (Bookscan) — over 12 million copies of the series sold in Japan!
- From the winner of the Hop Step Award.
- Serialized in *SHONEN JUMP Magazine*.



$7.95 USA/$11.95 CDN, 184 pages
ISBN: 1-59116-359-5
UPC: 7-82009-19663
November 2004

NARUTO © 1999 by MASASHI KISHIMOTO / SHUEISHA Inc. Note: cover art subject to change.

ONE PIECE, VOLUME 5: FOR WHOM THE BELL TOLLS

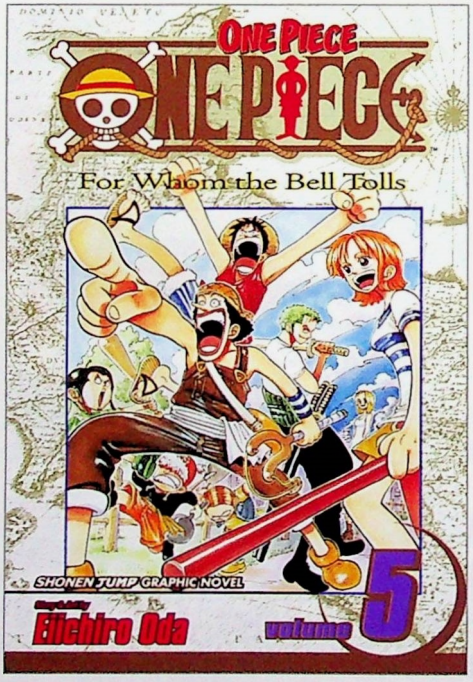
Story & Art by Eiichiro Oda

Once upon a time, Usopp was just a local boy with a talent for tall tales. Everyone in his little seaside village knew him as the joker who claimed to be a pirate captain and woke people up in the mornings by shouting "Pirates are coming!" But then real pirates landed on the beach…

Now Usopp's village is under attack by the Black Cat Pirates, one of the most legendary and feared crews on the high seas. And three young would-be pirates have joined him in defending the village: Nami the thief, Zoro the swordsman, and Luffy, the straw-hatted pirate captain with incredible rubber powers. Usopp is about to find out how an imaginary pirate stands up to the real thing… and what it means to be a real pirate. His neighbors will never believe this in a million years…

KEY SELLING POINTS

- The #1 manga in Japan — over 65 million graphic novels sold!
- Adapted into numerous animated movies and a TV series.
- Airing on Fox Box beginning September 2004, with full merchandise support from 2005.
- Serialized in *SHONEN JUMP Magazine*.



$7.95 USA/$11.95 CDN, 200 pages
ISBN: 1-59116-615-2
UPC: 7-82009-16303
October 2004

ONE PIECE © 1997 by EIICHIRO ODA / SHUEISHA Inc. Note: cover art subject to change.

RUROUNI KENSHIN © 1994 by NOBUHIRO WATSUKI / SHUEISHA Inc. Note: cover art subject to change.

RUROUNI KENSHIN, VOLUME 8: ON THE EAST SEA ROAD

Story & Art by Nobuhiro Watsuki

Historical detail, spectacular battles, and romantic comedy combine in this wildly popular manga series about the wandering swordsman, or "rurouni" Kenshin, and the people he meets during the exciting, chaotic early days of modern Japan.

In the 11th year of Meiji, on the day marked in the Western calendar as May 14th, time once again began to flow. The shocking mid-day murder of Department of Internal Affairs Chief Ôkubo a fait accompli, Kenshin leaves for Kyoto, scene of chaos and bloodshed — against the wishes of nearly everyone who knows him as the gentle "rurouni." Awaiting him there is Shishio Makoto, the hitokiri who replaced the cold-eyed assassin Himura Battôsai once he forswore further killing and took up the reversed-blade sakabatô. But does Kenshin go to Kyoto for a duel... or for a death-match?!

KEY SELLING POINTS

- Recognized on USA Today's Top 150 Book List. Volumes 1 & 2 debuted as the best-selling manga in the U.S. (Bookscan).
- A 28-volume manga series — over 4.5 million copies in accumulated sales in Japan!
- Translated in 14 countries worldwide — manga available for the first time in English and the most requested title by readers in recent VIZ history.
- Anime series currently airing on Cartoon Network — also inspired a movie and OAV series, currently available in English, sometimes under the title Samurai X.
- Line of Kenshin figures available, as well as import figures.

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-563-6
UPC: 7-82009-17353
October 2004

RELEASING MONTHLY!

RUROUNI KENSHIN © 1994 by NOBUHIRO WATSUKI / SHUEISHA Inc. Note: cover art subject to change.

RUROUNI KENSHIN, VOLUME 9: ARRIVAL IN KYOTO

Story & Art by Nobuhiro Watsuki

A glimpse of the new Japan if the mad ambitions of Shishio Makoto should succeed is revealed when Kenshin arrives in Kyoto and meets him at last... although the epic battle between them will have to wait. Pitted against Shishio's soldiers, Kenshin's reversed-edge sakabatô is broken — can it be reforged? Should it be reforged? For time has once again begun to flow, and violence once more washes over the land. Although Kenshin has abandoned the ways of the hitokiri and has sworn to take life no longer, a new assassin has now arisen — one whose taste for blood and thirst for power is far greater than Kenshin's ever was...

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-669-1
UPC: 7-82009-17263
November 20040

RUROUNI KENSHIN, VOLUME 10: MITSURUGI, MASTER AND STUDENT

Story & Art by Nobuhiro Watsuki

His sakabatô broken in battle, Kenshin seeks out the man who forged it — Arai Shakku'u — only to be turned away. Seikû, son of the legendary swordsmith, had for a time been continuing his father's work (the forging of katana, meant for killing), but now limits his skills to cooking knives only. Respecting Seikû's wishes, Kenshin leaves without the desired blade... but not before Shishio's spies learn that Shakku'u has forged one last sword. Meanwhile, Shishio arrives in Kyoto with orders for his 10 generals or "Ten Swords" to join him and put into motion a plan to take over Japan. Chô, one of Shishio's "swords," learns early of Shakku'u's final blade and determines to secure it at any cost. Now, armed only with his broken sakabatô, Kenshin must face Chô in battle...

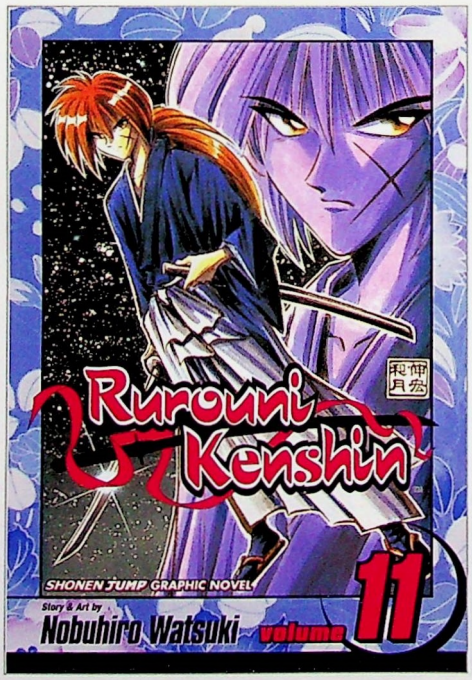
$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-703-1
UPC: 7-82009-20443
December 2004

RUROUNI KENSHIN © 1994 by NOBUHIRO WATSUKI / SHUEISHA Inc. Note: cover art subject to change.

RUROUNI KENSHIN, VOLUME 11: OVERTURE TO DESTRUCTION

Story & Art by Nobuhiro Watsuki

With Misao's help, Kaoru finally manages to locate Kenshin in Kyoto — at the home of Hiko Seijûrô, his master in the school of Hiten Mitsurugi. Having convinced his master to resume (complete) his training, Kenshin assumes the role of pupil once more while, elsewhere in Kyoto, other forces come together. There is the arrival of Shinomori Aoshi, soon approached by the men of Shishio Makoto to join their cause; there is the arrival also of Saitô Hajime, who comes to free Sano from jail and also to join him in questioning "Ten Swords" member Chô. The truth of Shishio's plan for Japan is beginning to unveil...



$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-709-4
UPC: 7-82009-20503
January 2005

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SHAMAN KING © 1998 by HIROYUKI TAKEI / SHUEISHA Inc. Note: cover art subject to change.

SHAMAN KING, VOLUME 5

Story & Art by Hiroyuki Takei

An avalanche roars through Tokyo as Yoh, the prodigal shaman of Japan, fights Horohoro, the ice-wielding shaman of the Ainu! The winner will have a shot at the Shaman King and get to write the history books… but lose two battles in a row and you'll be disqualified from the competition! Then, Yoh's next match pits him against Faust VIII, descendant of the European sorcerer who made the original deal with the devil. But unlike his ancestor, this Faust didn't come to a bloody end… that fate is reserved for his opponents…

$7.95 USA/$11.95 CDN, 192 pages
ISBN: 1-59116-254-8
UPC: 7-82009-17033
December 2004

KEY SELLING POINTS

- Over 16 million graphic novels sold in Japan!
- Currently an anime series airing on Fox Box and available on home video from 4Kids Entertainment.
- Trading games, toys, and videogame support.
- Serialized in *SHONEN JUMP Magazine.*

THE PRINCE OF TENNIS © 1999 by TAKESHI KONOMI / SHUEISHA Inc. Note: cover art subject to change.

THE PRINCE OF TENNIS, VOLUME 4

Story & Art by Takeshi Konomi

Ryoma Echizen just joined the Seishun Gakuen Middle School tennis team, one of the most competitive teams in Japan. While most of the freshman are hoping they won't get cut from the team, Ryoma Echizen is cool, calm, and collected. With his virtually unreturnable "twist serve," Ryoma is sure to make the starting team.

The Nationals are coming and Seishun Academy is training harder than ever! Rikkai Junior High School's 8th grader ace Akaya Kirihara stops by to spy on Seishun Academy's team. He bumps into none other than Ryoma Echizen, the Prince of Tennis, and these two ace players size each other up knowing that someday they will duke it out over the net. Soon after, Ryoma and Momo get drawn into a doubles match of tennis — street style! They soon find out that as a team their selfish ways interfere with each other's playing style. Can these two star players ever learn how to get along and use their legendary skills to complement each other? Find out in this incredible sports manga!

$7.95 USA/$11.95 CDN, 200 pages
ISBN: 1-59116-438-9
UPC: 7-82009-18113
October 2004

KEY SELLING POINTS

- An ongoing manga series — 21 volumes with over 30 million copies sold to date in Japan and still going strong!
- Originally serialized in *Weekly Shonen Jump.*
- Helped increase the number of children in Japan who have taken up tennis as a sport.
- Also an anime series with over 100 episodes.
- Multiple product brand in Japan — trading card games, apparel, stationary, and videogames.

THE PRINCE OF TENNIS, VOLUME 5

Story & Art by Takeshi Konomi

With only one victory away from advancing to the city tournament, Seishun Academy fields the Prince of Tennis Ryoma Echizen to compete against the mysterious and mumbling Shinji of the Fudomine Team. As the punishing battle of skills unfolds, Ryoma develops a muscle paralysis called "Spot," which leaves him with barely enough strength to grip the racket, much less swing it. Refusing to go down without a fight, Ryoma unleashes a "two-sword fighting style" technique that only talented, ambidextrous players are able to execute. Will Ryoma have the strength to pull himself out of the ditch and beat Shinji? And what awaits his ex-pro tennis player father, Nanjiro, when he comes to watch his son play? Find out in the next volume of this intense sports manga!

$7.95 USA/$11.95 CDN, 224 pages
ISBN: 1-59116-439-7
UPC: 7-82009-18123
December 2004

THE PRINCE OF TENNIS © 1999 by TAKESHI KONOMI / SHUEISHA Inc. Note: cover art subject to change.

WHISTLE!, VOLUME 2

Story & Art by Daisuke Higuchi

Banned from his school's soccer team for being too short, Shô Kazamatsuri decides there's only one thing left to do: switch schools! Now on his own, the spunky teenager must work twice as hard to make his dreams come true. He wants to play soccer so bad he's willing to hustle day and night to make it happen.

Unfortunately, Team Josui's first game is against the powerhouse private school, Musashinomori. Shô's crew may have boundless pluck and enthusiasm but do they have the talent to compete with last season's reigning champions? Maybe not… but this year they have a secret weapon by the name of Tatsuya Mizuno. Not only is Tatsuya the best player on Josui's squad, he's also the son of the opposing team's coach. Soccer action and familial complications collide when father and son meet on opposite sides of the soccer field!

$7.99 USA/$11.99 CDN, 200 pages
ISBN: 1-59116-686-1
UPC: 7-82009-20213
October 2004

WHISTLE! © 1998 by DAISUKE HIGUCHI / SHUEISHA, Inc. Note: cover art subject to change.

KEY SELLING POINTS

- A 24-volume manga series — originally serialized in *Weekly Shonen Jump* in Japan.
- Also a 39-episode anime series in Japan (2002) — released to coincide with World Cup.

WHISTLE! © 1998 by DAISUKE HIGUCHI / SHUEISHA, Inc. Note: cover art subject to change.

WHISTLE!, VOLUME 3

Story & Art by Daisuke Higuchi

It's the first game of the season and Josui Junior High is matched up against cross-town rival, Musashinomori. Without question the elite private school has the better soccer players, but Shô Kazamatsuri and the rest of Team Josui are hoping to steal a win with extra hustle and desire.

But at halftime it doesn't look too good. The kids from Josui find themselves down by two goals. For Shô, losing to his former school is not an option. Even when he suffers a debilitating injury, Shô is determined to lead his team to victory!

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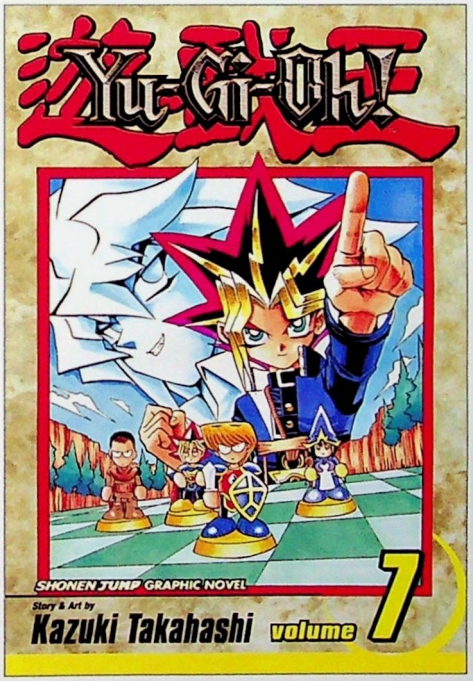
$7.99 USA/$11.99 CDN, 216 pages
ISBN: 1-59116-692-6
UPC: 7-82009-20273
December 2004



YU-GI-OH! © 1996 by KAZUKI TAKAHASHI / SHUEISHA Inc. Note: cover art subject to change.

YU-GI-OH!, VOLUME 7

Story & Art by Kazuki Takahashi

The Millennium Puzzle was made in Egypt at the dawn of time. When Yugi solved it, he unlocked his own dark side, a fearless gambler who possessed Yugi and dragged him into one bizarre challenge after another. Set before the start of the TV series, the YU-GI-OH! manga reveals the origins of the characters.

When Yugi and his friends joined a "Monster World" role-playing game campaign, they didn't realize just how much time the game would take — like maybe the rest of their lives! Ryo Bakura, their game master, wants to use the power of his Millennium Ring to seal the souls of Yugi, Jonouchi, Anzu and Honda inside his "Monster World" miniatures forever. Now, with 10-sided dice in hand, Yugi and Dark Yugi must hack and slash their way through Bakura's adventure and defeat the Dark Master Zorc… or die trying!

$7.95 USA/$11.95 CDN, 184 pages
ISBN: 1-59116-613-6
UPC: 7-82009-16453
November 2004

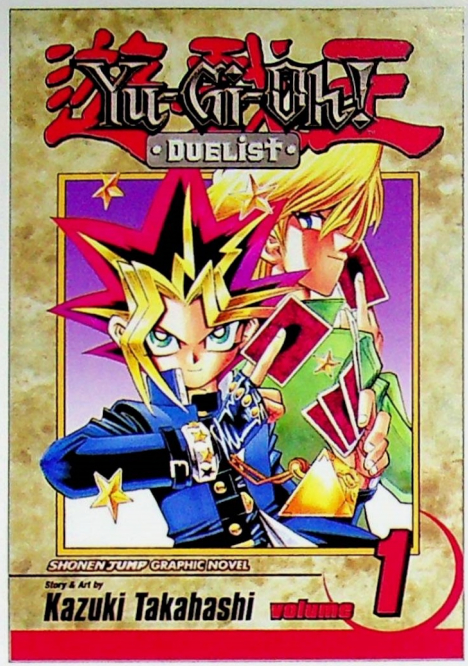
KEY SELLING POINTS

- Completed at volume 38, still a popular manga series — over 34 million copies sold to date!
- Includes storylines never seen on American TV, such as the first appearance of Bakura!
- A $2 billion industry, with a top-rated TV show, trading cards, action figures, video games, and magazines.

YU-GI-OH!: DUELIST VOLUME 1

Story & Art by Kazuki Takahashi

Duel Monsters is the world's most popular collectible card game — but to Yugi Mutou, whose body contains the spirit of the world's greatest gamer, it may be the most dangerous game he's ever played! A mysterious videotape sends Yugi and his friends to Duelist Kingdom, the island home of super-rich American game designer Maximillion Pegasus. There, Yugi must compete with the world's greatest Duel Monsters players for the honor of fighting the man who made the game! But this is no ordinary tournament… the fate of Yugi's grandfather hangs in the balance. And even if he makes it to the final round, can Yugi possibly face the power of Pegasus' Millennium Eye?



KEY SELLING POINTS

- The original story behind the hit anime, including scenes they couldn't show on TV!
- Features the first appearance of Pegasus, Mai, and other characters!

$7.95 USA/$11.95 CDN, 216 pages
ISBN: 1-59116-614-4
UPC: 7-82009-16463
January 2005

NEW SERIES!

YU-GI-OH! © 1996 by KAZUKI TAKAHASHI / SHUEISHA Inc. Note: cover art subject to change.

YUYU HAKSUHO, VOLUME 6

Story & Art by Yoshihiro Togashi

They call themselves the Black Book Club: a consortium of billionaires who gained their wealth and power by dealing with evil demons. One of them has kidnapped a beautiful ice spirit named Yukina, tormenting her for the sake of her priceless crystal tears. Can the law-abiding entities of the Underworld tolerate this depravity? Of course not! That's why Yusuke, teenage delinquent and part-time Underworld Detective, has been dispatched to rescue Yukina and break up the Black Book Club.

Fighting alongside Yusuke is his friend and rival Kuwabara, who has fallen in love at first sight with Yukina. But if Kuwabara knew her family connections, he might not have been so hot for the ice maiden. And Yukina's kidnapper isn't about to give her up without a fight. To destroy Yusuke and Kuwabara, he's hired nothing less than the Brokers of Darkness. The Brokers are demons. They're so powerful that even the Underworld fears them. And they've got their own plans for Yusuke, plans that will land him and his friends in the center of a demonic battle royale…

KEY SELLING POINTS

- More than 42 million graphic novels sold in Japan!
- Currently airing on Cartoon Network's TOONAMI block.
- Merchandise support in the U.S. with action figures, video games, and trading card games.
- Serialized in *SHONEN JUMP Magazine.*

$7.95 USA/$11.95 CDN, 208 pages
ISBN: 1-59116-668-3
UPC: 7-82009-16073
January 2005

YUYU HAKUSHO © 1991,1992 YOSHIHIRO TOGASHI. Note: cover art subject to change.

SHONEN
JUMP
ADVANCED
shônen jump advanced (sho˜nen jump a˘d-va˘nst′) n. 1. Manga appealing to those with a highly developed imagination. 2. Manga with progressive storylines and characters. 3. The world's most popular manga with an edge.

ULTIMATE MUSCLE, VOLUME 3

Story & Art by Yudetamago

What do you do when a team of evil superpowered wrestlers from another planet threatens the health and safety of the Earth? Organize a team of GOOD superpowered wrestlers, of course! Kid Muscle, the son of legendary wrestler King Muscle, rockets to Earth and finds an evil wrestling gang called the DMP tearing the place apart.

Kid Muscle, referee? Even though his teammates don't trust him any further than they can throw him (which, admittedly, is pretty far), the Kid finds himself refereeing a brutal match between Terry Kenyon, top-ranked wrestler for the side of Good, and Tyrannoclaw, who is exactly as evil as his name suggests. As for Kid Muscle's own battles, he's less interested in saving the Earth than he is in beefing up his ratings in the fan polls. But bad news waits in the wings: Checkmate, a chess-obsessed wrestler with three heads and no sense of pain. Not even the greatest wrestler in the galaxy can beat an opponent who can't be hurt. And Checkmate isn't about to fight the greatest wrestler in the galaxy: he's got his sights on Kid Muscle!

KEY SELLING POINTS

- Total of 22 volumes released to date in Japan — initial print run of the latest volume at 185,000, with almost 7 million copies sold to date.
- Currently airing on Fox Box, with merchandise support (videogames, action figures).
- First time title has been released in a language other than Japanese.

$7.95 USA/$11.95 CDN, 232 pages
ISBN: 1-59116-424-9
UPC: 7-82009-18003
October 2004

KINNIKU-MAN II SEI © 1998 by YUDETAMAGO / SHUEISHA Inc. Note: cover art subject to change.

ULTIMATE MUSCLE, VOLUME 4

Story & Art by Yudetamago

Kid Muscle and his teammates have survived battles with some of the nastiest superpowered scum in the galaxy, but they're about to face their most terrifying opponents yet: Generation Ex. The Gen Ex wrestlers have superior power and all the moves, and they're hell-bent on forcing Kid Muscle and friends into early retirement. Who are they? The latest graduates from the Muscle League's own Hercules Factory! Now the New Generation heroes we've all grown to know and love must defeat newcomer Jaeger's Red Rain of Pain and the limber liquid powers of Hydrozoa… or be banished from Earth forever! Will the New Generation be tossed aside like yesterday's beef bowl? And will Kid Muscle care?

$7.95 USA/$11.95 CDN, 232 pages
ISBN: 1-59116-425-7
UPC: 7-82009-18013
December 2004

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STUDIO GHIBLI LIBRARY

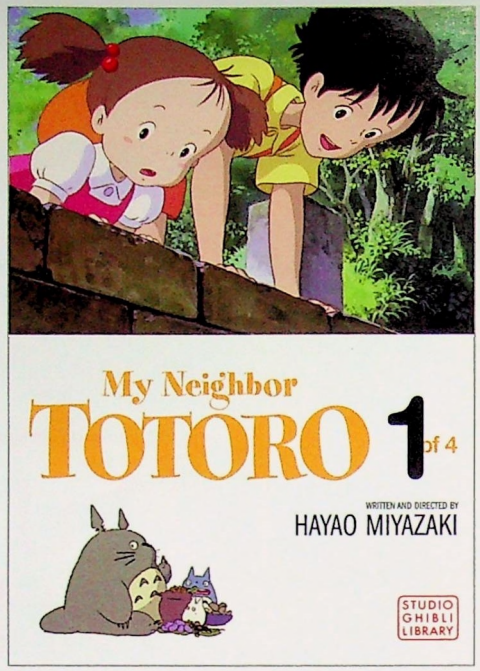
Breathtaking artwork, visionary storylines, and magical adventures from Japan's most innovative animation house define the Studio Ghibli Library. Filled with critically acclaimed full-color comics, coffee-table art books, and picture books, Studio Ghibli Library will open imaginations young and old.

MY NEIGHBOR TOTORO, VOLUME 1

Story & Art by Hayao Miyazaki

Eleven year old Satsuki and her sassy little sister Mei are overjoyed about moving into a historic country house with their dad — but the girls don't realize what a delightful adventure awaits them there.

While exploring their sprawling home and the beautiful rural area that surrounds it, Satsuki and Mei meet Granny, a sweet old woman, and her timid grandson Kanta. They also experience first hand the magic of the Soot Sprites, mysterious creatures that live in the walls, and discover a huge camphor tree that just might be enchanted...



KEY SELLING POINTS

- A 4-volume series, illustrated with full-color stills from the movie.
- DVD release from Disney in 2005.
- From the Oscar®-winning* creator of *Spirited Away, Castle in the Sky, Princess Mononoke* and *Kiki's Delivery Service.*

$9.99 USA/$14.50 CDN, 152 pages
ISBN: 1-59116-647-0
UPC: 7-82009-19853
October 2004

NEW SERIES!

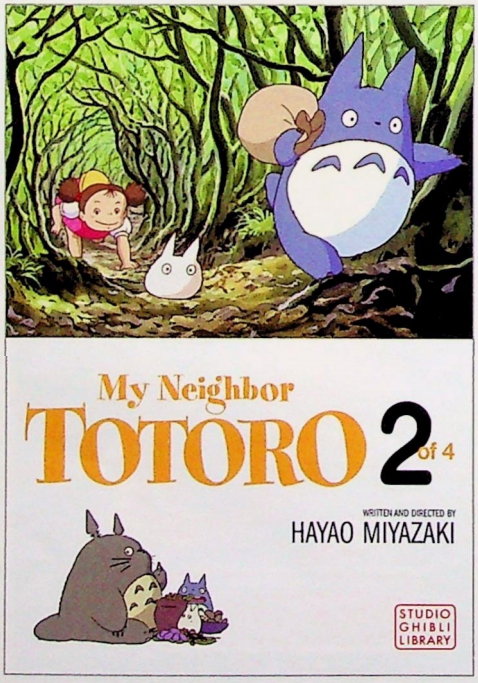
MY NEIGHBOR TOTORO ©1988 Nibariki-Tokuma Shoten. MY NEIGHBOR TOTORO logo © 2004 Buena Vista Home Entertainment, Inc. Note: cover art subject to change.

MY NEIGHBOR TOTORO, VOLUME 2

Story & Art by Hayao Miyazaki

Spunky sisters Satsuki and Mei are adjusting to their fascinating new country home — and to life without their mother, who is recovering in a nearby hospital.

Satsuki makes plenty of friends at her new school, but Mei, who is too young for school, has to stay behind. One afternoon, she follows a funny-looking creature to the trunk of an ancient camphor tree and enters the whimsical world of Totoro, a magical forest creature. Will Dad and Satsuki believe her story?



$9.99 USA/$14.50 CDN, 152 pages
ISBN: 1-59116-644-5
UPC: 7-82009-20193
October 2004

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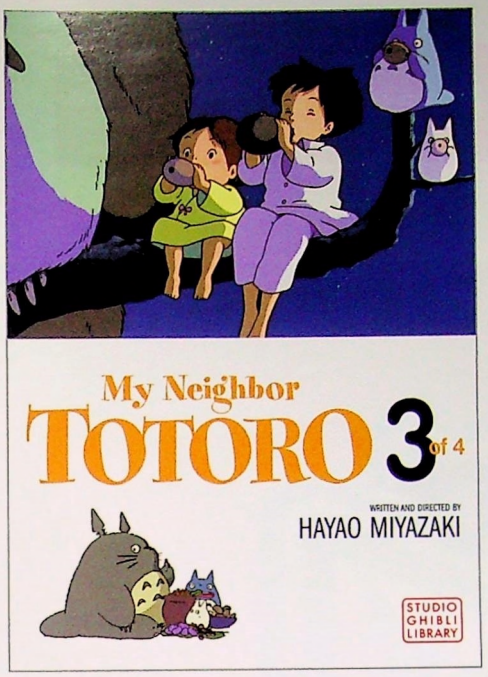

MY NEIGHBOR TOTORO, VOLUME 3

Story & Art by Hayao Miyazaki

Mei and Satsuki continue to adjust to their new country home, as they begin to make friends with shy neighbor boy Kanta. But life without their mother is hard, especially on the nights that dad can't come home from work until late!

It's a good thing the girls have the kindly Granny to watch over them. They soon find out that there is another kindly spirit watching over them — the Totoro! Totoro shows Mei and Satsuki a strange and mysterious Cat bus, helps them with their fledgling garden, and then takes them on a wondrous forest adventure!

$9.99 USA/$14.50 CDN, 152 pages
ISBN: 1-59116-699-3
UPC: 7-82009-20343
November 2004

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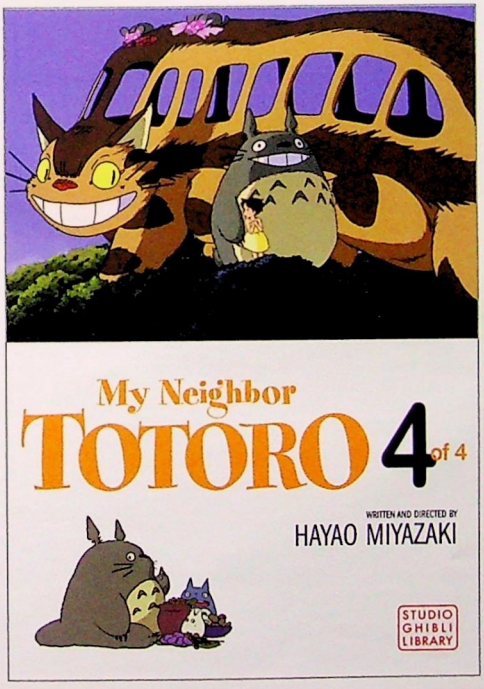

MY NEIGHBOR TOTORO, VOLUME 4

Story & Art by Hayao Miyazaki

Mei and Satsuki are having a wonderful time working in Granny's vegetable garden while their dad is away at work. But one afternoon there's bad news from the hospital where the girls' mother is recovering. Mei decides to go visit her mother alone… on foot!

When Satsuki realizes her little sister has disappeared, she takes action. But is it too late? Satsuki scours the forest and the countryside, but the search for Mei doesn't look hopeful — until Totoro steps in. With a little help from the forest spirits, including a wild ride in the Cat bus, the sisters learn the importance of trusting in one another and hoping for the best.

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Notes

THE INDUSTRY DEFINED

ANIME • Anime means Japanese animation. In America, it is also sometimes used to mean a particular style of animation, even if the particular production (such as *Aeon Flux*) is not animated in Japan. In Japan itself, "anime" simply means "animation," including Disney and other Western animation.

MANGA • Manga means Japanese comics. In America, it is also sometimes used to mean a particular style of comics; i.e., the "manga style," which is taken to be Japanese. This usually means bigger eyes on characters, and more speed lines on action scenes. Japanese comics read from right-to-left, and the so artwork is sometimes printed in reverse when manga is translated into English. "Manga" has also been used to mean Japanese animation, especially in Britain, due to the influence of the large number of anime releases from Manga Video, so there is some overlap of the terms "anime" and "manga." In Japan itself, "manga" simply means "comics."

MECHA • Mecha are robots or other machines that appear in Japanese animation and comics. The "Valkyries" and "Veritechs" of *Robotech* are mecha, but from a design standpoint, so are the spaceships and cars, as a "mecha designer" will typically draw prototypes of any device or vehicle used in any given show. In common usage, though, mecha can be taken to mean anime-style robots.

OAV (also known as OVA) • OAV means (O)riginal (A)nimation (V)ideo, and is a Japanese term for a direct-to-video anime release. In Japan, usage alternates between OAV and OVA (original video animation), and occasionally a U.S. release title will use the term OVA. The meaning is exactly the same.

OTAKU • Otaku means "fan" in Japanese, in the sense of "fanatic." In America, it's proudly used as a self-description by many Japanese animation fans and this is usually the sense in which it's seen in the pages of Animerica. In Japan, the word is something of an insult (meaning, you're a fan of something to the point of being obsessive) and applies to a fan of anything, from golf to guns to tropical fish.

SHÔJO • Pertaining to anime or manga originally directed to a women's or girl's demographic. Usage example: FUSHIGI YÛGI is a shôjo manga. Although shôjo manga and anime were originally directed at girls, many titles have a large male following both in Japan and North America. Also spelled shôjo or shoujo. Related word: Shonen (boys'), Seinen (young men's).

SHONEN • Similar to shôjo, but pertaining to anime or manga originally directed to a boy's demographic. Related word: Shôjo (girl's), Seinen (young men's).

All definitions of Japanese terms are written from the point of view of American usage; Japanese usage is also noted.

VIZ FAQs

Founded in 1986, VIZ is a multi-media entertainment company specializing in Japanese entertainment properties for U.S. audiences. VIZ offers an integrated product line including magazines, graphic novels, videos, DVDs and audio soundtracks. VIZ releases over 20 titles every month including graphic novels for DRAGON BALL Z, FUSHIGI YÛGI, GUNDAM, HAMTARO, INUYASHA, RANMA 1/2, SHONEN JUMP, and YU-GI-OH!; and home video for BOYS OVER FLOWERS, HAMTARO, INUYASHA, POKéMON, PROJECT ARMS, and ZOIDS.

Based in San Francisco, VIZ is one of the top five comics publishers in the U.S. and a subsidiary of Shogakukan and Shueisha Inc., two of the top publishers in Japan. VIZ is the leading publisher of manga for English speaking audiences, serving a growing market of dedicated fans of all ages. Estimating a core audience of nearly 15 million fans, the company holds more than a 50% market share of Japanese comics in the U.S. With some of the most innovative products in the industry, VIZ has expanded its offerings to its loyal fans through web sites such as www.animerica-mag.com, www.shonenjump.com, and its corporate site, www.viz.com.

What is the meaning of the name "VIZ"?

"VIZ" is from the word "visual" in that everything VIZ produces is a form of visual communication.

What is the relationship between VIZ and Shogakukan and Shueisha?

Though its operations are completely independent, VIZ is a wholly owned subsidiary of Shogakukan and Shueisha, two of Japan's largest publishers.

Why do some titles read right-to-left instead of left-to-right?

VIZ publishes these particular formats according to the wishes of the creators and original Japanese publishers, and to continue to innovate on the behalf of English-reading fans. In 1998, VIZ experimented by publishing NEON GENESIS EVANGELION in a second format, reading right-to-left. This gave readers a chance to experience the story in its original Japanese format and has proceeded to be a great success. Now, VIZ publishes the majority of its titles, including YU-GI-OH! and ALICE 19TH, exclusively in the right-to-left format, both of which are top sellers for VIZ.

How does the Japanese comic book culture compare to that of America?

One could say that the only similarities are that both American and Japanese comics use images in a certain sequence to tell a story. Beyond that it's entirely different. Japanese comics and characters are owned by the artists (unlike famous characters like Superman and Spiderman, which are owned by their publishing companies).

Japanese comics are read by everyone, male and female, young and old; even Japanese people who say they don't read comics actually do read them... but the comics are in the form of instructional brochures, owner's manuals, how-to books and short features in magazines. Comics are so pervasive in Japanese culture; people read them without knowing it. America has a long way to go before that happens.

How do Japanese comic fans differ from American fans?

Since comics are an enormous industry and more acceptable in Japan, Japanese fans have a lot more to get excited about and young fans start drawing fan art at an earlier age. Aside from that, fans are pretty much the same the world over.

VIZ FAQs

Are there any American influences in Japanese comics or vice versa?
The most obvious American influence is the "big eyes." Those evolved from the early works of the great founding manga artist, Osamu Tezuka (ASTRO BOY), which he admitted was greatly influenced by Disney animation. The *Star Wars* movies were also a revelation in Japan, influencing more manga and anime than can be counted, and fantasy role-playing games like *Dungeons and Dragons* have created an entire genre of manga and anime that is still going strong. More recently, moody American comics artists like Mike Mignola have had a growing influence on many manga artists.

As for Japanese influences, Frank Miller was one of the first outspoken manga enthusiasts in the United States and since then, the number of manga and anime influences on America has exploded so much that nearly every American artist knows what manga is and is influenced by it in some way.

Are VIZ's translated titles popular among Japanese audiences?
Nearly all VIZ titles were popular in Japan before being brought to the U.S. However, since the U.S. and Japanese cultures are different, so is the popularity and acceptance of the translated titles. The Pokémon comic — THE ELECTRIC TALE OF PIKACHU and its sequels — turned out (in an astounding reverse) to be more popular in America than it was in its native Japan. There are some genres (like Mah-Jong manga) that may have success in Japan, but will probably not find the same success in America.

Is there a market for American comics in Japan?
Some, but it is very small. In America, most fans discover anime before they discover comics. In the same way, most Japanese fans see a comic-based Hollywood movie and later are surprised to discover that it was a comic to begin with. With access to so many great Japanese-made comics, it's no wonder the Japanese don't see a need to look to other cultures for their comics. After all, most Americans don't look to Japan for blockbuster action/adventure movies.

How are VIZ titles translated?
After VIZ obtains the rights to publish a comic, translators produce what is called the literal translation. The literal translation is then sent to a professional comics writer, also known as a rewriter, to add characterization and make sure the technical storytelling techniques (plotting, pacing, foreshadowing, etc.) are also conveyed in the English version.

After a review by a VIZ editor, the artwork and script are sent to a professional comics letterer for touch-up (the Japanese sound effects must be translated too! They're as much a part of the storytelling as the word balloons) and lettering. Then, after a second review by the editor, the artwork goes to a VIZ designer for the final touches before it's sent off to the printer.

VIZ editors and designers handle other details along the way, such as letters columns, fan-art, cover art, credits and those fine-print messages in every book. The translation, English adaptation and lettering are traditionally done by freelance talent, but every job has been done by in-house staff at one time or another, so everyone in the process is familiar with all of the details involved. Similarly, freelance editors and designers have been used as well.

Notes

US/CDN PRICE CONVERSION

US $	CDN $	US $	CDN $	US $	CDN $	US $	CDN $	US $	CDN $
$2.95	$4.50	$8.25	$12.00	$13.95	$19.95	$19.25	$28.00	$24.95	$35.95
$2.99	$4.50	$8.50	$12.50	$13.99	$19.99	$19.50	$28.25	$24.99	$35.99
$3.00	$4.50	$8.75	$12.75	$14.00	$20.00	$19.75	$28.50	$25.00	$36.00
$3.25	$4.75	$8.95	$12.95	$14.25	$20.75	$19.95	$28.95	$25.25	$36.50
$3.50	$5.00	$8.99	$12.99	$14.50	$21.00	$19.99	$28.99	$25.50	$37.00
$3.75	$5.50	$9.00	$13.00	$14.75	$21.50	$20.00	$29.00	$25.75	$37.25
$3.95	$5.50	$9.25	$13.50	$14.95	$21.95	$20.25	$29.50	$25.95	$37.50
$3.99	$5.50	$9.50	$13.99	$14.99	$21.99	$20.50	$29.75	$25.99	$37.50
$4.00	$5.50	$9.75	$14.25	$15.00	$22.00	$20.75	$30.00	$26.00	$37.50
$4.25	$6.25	$9.95	$14.50	$15.25	$22.25	$20.95	$30.50	$26.25	$38.00
$4.50	$6.50	$9.99	$14.50	$15.50	$22.50	$20.99	$30.50	$26.50	$38.50
$4.75	$6.75	$10.00	$14.50	$15.75	$22.75	$21.00	$30.50	$26.75	$38.75
$4.95	$6.95	$10.25	$14.75	$15.95	$22.95	$21.25	$30.75	$26.95	$38.95
$4.99	$6.99	$10.50	$15.25	$15.99	$22.99	$21.50	$31.25	$26.99	$38.99
$5.00	$7.00	$10.75	$15.50	$16.00	$23.00	$21.75	$31.50	$27.00	$39.00
$5.25	$7.50	$10.95	$15.95	$16.25	$23.50	$21.95	$31.95	$27.25	$39.50
$5.50	$7.99	$10.99	$15.99	$16.50	$24.00	$21.99	$31.99	$27.50	$40.00
$5.75	$8.50	$11.00	$16.00	$16.75	$24.25	$22.00	$32.00	$27.75	$40.25
$5.95	$8.50	$11.25	$16.25	$16.95	$24.50	$22.25	$32.25	$27.95	$40.50
$5.99	$8.50	$11.50	$16.50	$16.99	$24.50	$22.50	$32.50	$27.99	$40.50
$6.00	$8.50	$11.75	$17.00	$17.00	$24.50	$22.75	$33.00	$28.00	$40.50
$6.25	$9.25	$11.95	$17.50	$17.25	$25.00	$22.95	$33.50	$28.25	$41.00
$6.50	$9.50	$11.99	$17.50	$17.50	$25.25	$22.99	$33.50	$28.50	$41.25
$6.75	$9.75	$12.00	$17.50	$17.75	$25.75	$23.00	$33.50	$28.75	$41.50
$6.95	$10.50	$12.25	$17.75	$17.95	$25.95	$23.25	$33.75	$28.95	$41.95
$6.99	$10.50	$12.50	$18.25	$17.99	$25.99	$23.50	$34.00	$28.99	$41.99
$7.00	$10.50	$12.75	$18.50	$18.00	$26.00	$23.75	$34.50	$29.00	$42.00
$7.25	$10.75	$12.95	$18.95	$18.25	$26.50	$23.95	$34.95	$29.25	$42.50
$7.50	$10.99	$12.99	$18.99	$18.50	$26.75	$23.99	$34.99	$29.50	$42.75
$7.75	$11.50	$13.00	$19.00	$18.75	$27.25	$24.00	$35.00	$29.75	$43.25
$7.95	$11.95	$13.25	$19.25	$18.95	$27.50	$24.25	$35.25	$29.95	$43.50
$7.99	$11.99	$13.50	$19.50	$18.99	$27.50	$24.50	$35.50	$29.99	$43.50
$8.00	$12.00	$13.75	$20.00	$19.00	$27.50	$24.75	$35.75	$30.00	$43.50

Notes

A - B

Alice 19th, Volume 7 43
Angel Sanctuary, Volume 5 43
Angel Sanctuary, Volume 6 44
B.B. Explosion, Volume 4 44
Banana Fish, Volume 5 (2nd edition) 45
Banana Fish, Volume 6 (2nd edition) 45
Basara, Volume 9 46
Basara, Volume 10 46
Bastard, Volume 6 11
Battle Angel Alita, Volume 6 (2nd edition) 11
Battle Angel Alita, Volume 7 (2nd edition) 12
Beet the Vandel Buster, Volume 2 60
Beet the Vandel Buster, Volume 3 60
Beyblade, Volume 2 12
Beyblade, Volume 3 13
Bleach, Volume 4 61
Bleach, Volume 5 61
Blue Spring 30
Boys Over Flowers ~ Hana Yori Dango, Volume 9 47
Boys Over Flowers ~ Hana Yori Dango, Volume 10 47

C - D

Case Closed, Volume 2 13
Case Closed, Volume 3 14
Ceres, Celestial Legend, Volume 9: 48
Ceres, Celestial Legend, Volume 10 48
Cheeky Angel, Volume 3 14
Cheeky Angel, Volume 4 15
Descendants of Darkness, Volume 2 49
Descendants of Darkness, Volume 3 49
Dolls, Volume 1 41
Dolls, Volume 2 41
Dragon Ball Z, Volume 18 62

E - F

Excel Saga, Volume 9 15
Excel Saga, Volume 10 16
Firefighter!: Daigo of Fire Company M, Volume 9 16
Flame of Recca, Volume 9 17
Flame of Recca, Volume 10 17
Flowers & Bees, Volume 5 31
Flowers & Bees, Volume 6 31
From Far Away, Volume 1 38
From Far Away, Volume 2 38
Fushigi Yûgi, Volume 5 (2nd edition) 50
Fushigi Yûgi, Volume 13 50

H, I, K

Hana-Kimi, Volume 2 51
Hana-Kimi, Volume 3 51
Here is Greenwood, Volume 1 39
Here is Greenwood, Volume 2 39
Hikaru no Go, Volume 3 62

Continued >>>

Hot Gimmick, Volume 7 52
Imadoki!, Volume 3 52
Imadoki!, Volume 4 53
Inuyasha Ani-Manga, Volume 6 18
Inuyasha Ani-Manga, Volume 7 18
Inu-Yasha, Volume 20 19
Kare First Love, Volume 2 53
Knights of the Zodiac (Saint Seiya), Volume 6 63
Knights of the Zodiac (Saint Seiya), Volume 7 63

M, N, O

Maison Ikkoku, Volume 8 (2nd edition) 32
Maison Ikkoku, Volume 9 (2nd edition) 32
MegaMan NT Warrior, Volume 4 19
MegaMan NT Warrior, Volume 5 20
Mermaid Saga, Volume 3 20
Mermaid Saga, Volume 4 21
My Neighbor Totoro, Volume 1 74
My Neighbor Totoro, Volume 2 74
My Neighbor Totoro, Volume 3 75
My Neighbor Totoro, Volume 4 75
Naruto, Volume 5 64
One Piece, Volume 5 64

P, R, S

Phoenix, Volume 2 (2nd edition) 33
Phoenix, Volume 5 33
Please Save My Earth, Volume 7 54
Please Save My Earth, Volume 8 54
Prince of Tennis, The, Volume 4 67
Prince of Tennis, The, Volume 5 68
Project Arms, Volume 7 21
Ranma 1/2, Volume 13 (2nd edition) 22
Ranma 1/2, Volume 14 (2nd edition) 22
Ranma 1/2, Volume 15 (2nd edition) 23
Ranma 1/2, Volume 16 (2nd edition) 23
Ranma 1/2, Volume 28 24
Ranma 1/2, Volume 29 24
Red River, Volume 3 55
Red River, Volume 4 55
Revolutionary Girl Utena: The Adolesence of Utena ..42
Rurouni Kenshin, Volume 8 65
Rurouni Kenshin, Volume 9 65
Rurouni Kenshin, Volume 10 66
Rurouni Kenshin, Volume 11 66
Saikano, Volume 3 34
Sensual Phrase, Volume 5 56
Sensual Phrase, Volume 6 56
Shaman King, Volume 5 67

T, U, V

Tenchi Muyo!, The All-New, Volume 5 26
Tenchi!, No Need for, Volume 1 25
Tenchi!, No Need for, Volume 2 25
Tough, Volume 1 30
Tuxedo Gin, Volume 9 26
Tuxedo Gin, Volume 10 27
Ultimate Muscle, Volume 3 72
Ultimate Muscle, Volume 4 72
Vagabond, Volume 16 34
Vagabond, Volume 17 35
Vagabond, Volume 18 35
Vagabond, Volume 19 36
Video Girl Ai, Volume 5 (2nd edition) 27
Video Girl Ai, Volume 6 (2nd edition) 28
Video Girl Ai, Volume 10 28

W, X, Y

W Juliet, Volume 1 40
W Juliet, Volume 2 40
Whistle!, Volume 2 68
Whistle!, Volume 3 69
Wild Com. 42
Wolf's Rain, Volume 1 10
Wolf's Rain, Volume 2 10
X/1999, Volume 16 57
X/1999, Volume 17 57
Yu-Gi-Oh!, Volume 7 69
Yu-Gi-Oh!: Duelist, Volume 1 70
YuYu Hakusho, Volume 6 70

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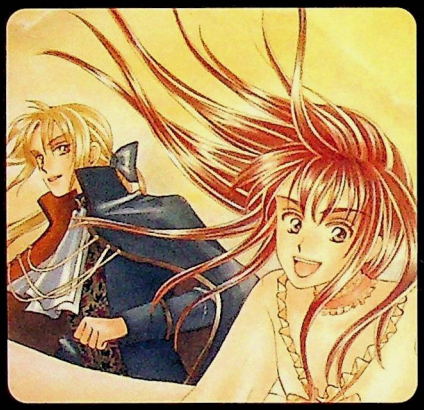

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